

Canopy Vista

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or more basic lands.

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Catacomb Sifter

1 B G

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."
Whenever another creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/3

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2/3

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Collected Company

3 G

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary 1 6 Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary 1 6 Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Creature -- Human Wizard

Morph {B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
Whenever another nontoken creature you control dies, draw a card.

3/2

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Grim Haruspex 2B Creature -- Human Wizard Morph {B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) Whenever another nontoken creature you control dies, draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Haruspex 2B Creature -- Human Wizard Morph {B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) Whenever another nontoken creature you control dies, draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Vryn's Prodigy 1U Legendary Creature -- Human Wizard {T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control. 0/2 ----- BACK FACE ----- Jace, Telepath Unbound Legendary Planeswalker -- Jace [+1]: Up to one target creature gets -2/-0 until your next turn. [-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead. [-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - javia316 - Standard (Standard Daily Swiss)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Nantuko Husk

2 B

Creature -- Zombie Insect

Sacrifice a creature: This creature gets +2/+2 until end of turn.

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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Prairie Stream

Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rally the Ancestors (X)(W)(W)

Instant

Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors.

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Rally the Ancestors (X)(W)(W)

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Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sidisi's Faithful (U)

Creature -- Snake Wizard

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, return target creature to its owner's hand.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sidisi's Faithful (U)

Creature -- Snake Wizard

Exploit (When this creature enters, you may sacrifice a creature.)
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Sidisi's Faithful U Creature -- Snake Wizard Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, return target creature to its owner's hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Hollow Land -- Island Swamp ([T]): Add [U] or [B].) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Hollow Land -- Island Swamp ([T]): Add [U] or [B].) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ([T]): Add [B].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Windswept Heath Land [T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land [T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land [T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land [T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abzan Ascendancy W B G Enchantment When this enchantment enters, put a +1/+1 counter on each creature you control. Whenever a nontoken creature you control dies, create a 1/1 white Spirit creature token with flying. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arashin Cleric (1)(W) Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel (U) Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel (U) Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fleshbag Marauder (2)(B) Creature -- Zombie Warrior When this creature enters, each player sacrifices a creature of their choice. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleshbag Marauder (2)(B) Creature -- Zombie Warrior When this creature enters, each player sacrifices a creature of their choice. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Cut (4)(B) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Cut (4)(B) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Murderous Cut 4 B Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Cut 4 B Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each