

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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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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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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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Haruspex 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Haruspex 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Haruspex 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - yunk3r - Standard (Standard Daily Swiss)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Nantuko Husk

2 B

Creature -- Zombie Insect

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

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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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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Prairie Stream

Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)
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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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. 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. 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. 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. 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.) 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.) 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.) When this creature exploits a creature, return target creature to its owner's hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	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 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 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 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 PLAYbotbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - yunk3r - Standard (Standard Daily Swiss) sheet 9/10 - 8 cards - 2.5 x 3.5 in each
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Silkwrap 1 W Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Righteousness 1 W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [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