

Anguished Unmaking 1 W B Instant Exile target nonland permanent. You lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anguished Unmaking 1 W B Instant Exile target nonland permanent. You lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forsaken Sanctuary

Land

This land enters tapped.
{T}: Add {W} or {B}.

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Gideon, Ally of Zendikar (2)(W)(W)

Legendary Planeswalker -- Gideon

[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

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[0]: Create a 2/2 white Knight Ally creature token.
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[4]: You get an emblem with
"Creatures you control get +1/+1."
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L 4

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Grasp of Darkness B B Instant Target creature gets -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasp of Darkness B B Instant Target creature gets -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasp of Darkness B B Instant Target creature gets -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasp of Darkness B B Instant Target creature gets -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Languish 2 B B Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Languish 2 B B Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Languish 2BB Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Languish 2BB Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis Reignited 3BB Legendary Planeswalker -- Nixilis [+1]: You draw a card and you lose 1 life. [-3]: Destroy target creature. [-8]: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life." L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis Reignited 3BB Legendary Planeswalker -- Nixilis [+1]: You draw a card and you lose 1 life. [-3]: Destroy target creature. [-8]: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life." L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Planar Outburst 3WW Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Read the Bones 2B Sorcery Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sorin, Grim Nemesis 4WB Legendary Planeswalker -- Sorin [+1]: Reveal the top card of your library and put that card into your hand. Each opponent loses life equal to its mana value. [-X]: Sorin deals X damage to target creature or planeswalker and you gain X life. [-9]: Create a number of 1/1 black Vampire Knight creature tokens with lifelink equal to the highest life total among all players. L6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorin, Grim Nemesis 4WB Legendary Planeswalker -- Sorin [+1]: Reveal the top card of your library and put that card into your hand. Each opponent loses life equal to its mana value. [-X]: Sorin deals X damage to target creature or planeswalker and you gain X life. [-9]: Create a number of 1/1 black Vampire Knight creature tokens with lifelink equal to the highest life total among all players. L6 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

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transgress the Mind 1B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transgress the Mind 1B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ultimate Price 1B Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ultimate Price 1 B Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. ORMENDAPHL, PROFANE PRINCE LEGENDARY CREATURE -- DEMON Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. ORMENDAPHL, PROFANE PRINCE LEGENDARY CREATURE -- DEMON Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. ORMENDAPHL, PROFANE PRINCE LEGENDARY CREATURE -- DEMON Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bearer of Silence 1 B Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell, you may pay {1}{C}. If you do, target opponent sacrifices a creature. ({C} represents colorless mana.) Flying This creature can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Playtest cards - Grilo - Standard (Standard PTQ Finals)

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;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Devoid (This card has no color.)
{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.

{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.

3/4

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3/4

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4 W W

When Linvala enters, if an opponent has more life than you, you gain 5 life.

When Linvala enters, if an opponent controls more creatures than you, create a 3/3 white Angel creature token with flying.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 C

When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.

When this creature leaves the battlefield, target opponent draws a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

(**{C}** represents colorless mana.)
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.
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4/4

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