

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	Collected Company36 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 PLAYbotbox.dev
Collected Company36 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 PLAYbotbox.dev	Collected Company36 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 PLAYbotbox.dev	Collected Company36 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 PLAYbotbox.dev	Declaration in Stone1W Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Declaration in Stone 1W Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way. 2/2 ----- BACK FACE ----- Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duskwatch Recruiter 1G Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 ----- BACK FACE ----- Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duskwatch Recruiter 1G Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 ----- BACK FACE ----- Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duskwatch Recruiter 1G Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 ----- BACK FACE ----- Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island {T}: Add {U}. 0/2 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	Jace, Vryn's Prodigy ①② 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 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	Jace, Vryn's Prodigy ①② 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 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	Jace, Vryn's Prodigy ①② 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 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
Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer ②⑥ Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Godfather - 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 4/10 - 8 cards - 2.5 x 3.5 in each

2 G

When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control.

2/2

- - - BACK FACE - - -

Legendary Planeswalker -- Nissa

[+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

[-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token.

[-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W U

Choose two --

- * Return target creature card with mana value 2 or less from your graveyard to the battlefield.
- * You gain 4 life.
- * Counter target creature spell.
- * Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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.

① W U

When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flying
Sacrifice this creature: Creatures
you control gain indestructible
until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flash
Flying
When this creature enters, exile
target spell with mana value 4 or
less.
When this creature leaves the
battlefield, the exiled card's owner
may cast that card without paying
its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flash
Flying
When this creature enters, exile
target spell with mana value 4 or
less.
When this creature leaves the
battlefield, the exiled card's owner
may cast that card without paying
its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①WU

Flash
Flying
When this creature enters, exile
target spell with mana value 4 or
less.
When this creature leaves the
battlefield, the exiled card's owner
may cast that card without paying
its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Queller ①①①①①① Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Advocate ①①①①①① Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Advocate ①①①①①① Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Advocate ①①①①①① Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sylvan Advocate ①①①①①① Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker ②②②②②② Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker ②②②②②② Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker ②②②②②② Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U

Counter target spell unless its controller pays {X}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (U)

Counter target spell unless its controller pays {X}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Choose two --

- * Prevent all damage target instant or sorcery spell would deal this turn.
- * Target player sacrifices an enchantment of their choice.
- * Put a +1/+1 counter on target creature.
- * Target creature you control fights target creature you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

```
Choose two --
* Prevent all damage target instant
or sorcery spell would deal this
turn.
* Target player sacrifices an
enchantment of their choice.
* Put a +1/+1 counter on target
creature.
* Target creature you control fights
target creature you don't control.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Dromoka's Command (G)(W) Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Learn from the Past (3)(U) Instant Target player shuffles their graveyard into their library. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Learn from the Past (3)(U) Instant Target player shuffles their graveyard into their library. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noose Constrictor (1)(G) Creature -- Snake Reach Discard a card: This creature gets +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ojutai's Command (2)(W)(U) Instant Choose two -- * Return target creature card with mana value 2 or less from your graveyard to the battlefield. * You gain 4 life. * Counter target creature spell. * Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarantine Field (X)(X)(W)(W) Enchantment This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Spirit 1 W Creature -- Spirit Cleric Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo, Field Researcher 1 G W U Legendary Planeswalker -- Tamiyo [+1]: Choose up to two target creatures. Until your next turn, whenever either of those creatures deals combat damage, you draw a card. [-2]: Tap up to two target nonland permanents. They don't untap during their controller's next untap step. [-7]: Draw three cards. You get an emblem with "You may cast spells from your hand without paying their mana costs." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Arrogance 3 W W Sorcery For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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