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| <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 |
| <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <p><b>Canopy Vista</b></p> <p>Land -- Forest Plains</p> <p>{T}: Add {G} or {W}.)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                            | <p><b>Canopy Vista</b></p> <p>Land -- Forest Plains</p> <p>{T}: Add {G} or {W}.)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                   | <p><b>Den Protector</b> 1G</p> <p>Creature -- Human Warrior</p> <p>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Den Protector</b> 1G</p> <p>Creature -- Human Warrior</p> <p>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Den Protector</b> 1G</p> <p>Creature -- Human Warrior</p> <p>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dromoka's Command</b> GW</p> <p>Instant</p> <p>Choose two --<br/>* Prevent all damage target instant or sorcery spell would deal this turn.<br/>* Target player sacrifices an enchantment of their choice.<br/>* Put a +1/+1 counter on target creature.<br/>* Target creature you control fights target creature you don't control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dromoka's Command</b> GW</p> <p>Instant</p> <p>Choose two --<br/>* Prevent all damage target instant or sorcery spell would deal this turn.<br/>* Target player sacrifices an enchantment of their choice.<br/>* Put a +1/+1 counter on target creature.<br/>* Target creature you control fights target creature you don't control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                          | <p><b>Flooded Strand</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                       |

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| <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Gideon, Ally of Zendikar 2WW</div><div>Legendary Planeswalker -- Gideon</div><div>[+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.<br/>[0]: Create a 2/2 white Knight Ally creature token.<br/>[-4]: You get an emblem with "Creatures you control get +1/+1."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gideon, Ally of Zendikar 2WW</div><div>Legendary Planeswalker -- Gideon</div><div>[+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.<br/>[0]: Create a 2/2 white Knight Ally creature token.<br/>[-4]: You get an emblem with "Creatures you control get +1/+1."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gideon, Ally of Zendikar 2WW</div><div>Legendary Planeswalker -- Gideon</div><div>[+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.<br/>[0]: Create a 2/2 white Knight Ally creature token.<br/>[-4]: You get an emblem with "Creatures you control get +1/+1."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Heir of the Wilds</b> ①⑥<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> ①⑥<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> ①⑥<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                             | <b>Murderous Cut</b> ④B<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Murderous Cut</b> ④B<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                 |

Playtest cards - RYU\_X - 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;

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

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Shambling Vent</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shambling Vent</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shambling Vent</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Shambling Vent</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Siege Rhino</div><div>1WBG</div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Siege Rhino</div><div>1WBG</div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Siege Rhino</div><div>1WBG</div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        |

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| <p><b>Siege Rhino</b> (1)(W)(B)(G)</p> <p>Creature -- Rhino</p> <p>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Smoldering Marsh</b></p> <p>Land -- Swamp Mountain</p> <p>([T]): Add [B] or [R].)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sunken Hollow</b></p> <p>Land -- Island Swamp</p> <p>([T]): Add [U] or [B].)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                               | <p><b>Tasigur, the Golden Fang</b> (5)(B)</p> <p>Legendary Creature -- Human Shaman</p> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                     |
| <p><b>Ultimate Price</b> (1)(B)</p> <p>Instant</p> <p>Destroy target monocolored creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                           | <p><b>Ultimate Price</b> (1)(B)</p> <p>Instant</p> <p>Destroy target monocolored creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                      | <p><b>Warden of the First Tree</b> (G)</p> <p>Creature -- Human</p> <p>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.<br/>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.<br/>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Warden of the First Tree</b> (G)</p> <p>Creature -- Human</p> <p>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.<br/>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.<br/>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - RYU\_X - Standard (Standard Daily Swiss)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Warden of the First Tree ⑥</div> <div>Creature -- Human</div> <div> <p>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</p> <p>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</p> <p>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Warden of the First Tree ⑥</div> <div>Creature -- Human</div> <div> <p>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</p> <p>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</p> <p>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                |
| <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                   | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                   | <div>Wingmate Roc ③W④W</div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</p> <p>Whenever this creature attacks, you gain 1 life for each attacking creature.</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Wingmate Roc ③W④W</div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</p> <p>Whenever this creature attacks, you gain 1 life for each attacking creature.</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>End Hostilities</div> <div>Sorcery</div> <div>Destroy all creatures and all permanents attached to creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            |

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| <div><div><div>End Hostilities</div><div><div>3</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Destroy all creatures and all permanents attached to creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div><div>Self-Inflicted Wound</div><div><div>1</div><div>B</div></div></div><div>Sorcery</div><div>Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Self-Inflicted Wound</div><div><div>1</div><div>B</div></div></div><div>Sorcery</div><div>Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Silkwrap</div><div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Silkwrap</div><div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Surge of Righteousness</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Surge of Righteousness</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Surge of Righteousness</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |

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| <div> <div> Transgress the Mind 1B </div> <div> Sorcery </div> <div> Devoid (This card has no color.)<br/> Target player reveals their hand.<br/> You choose a card from it with mana<br/> value 3 or greater and exile that<br/> card.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Transgress the Mind 1B </div> <div> Sorcery </div> <div> Devoid (This card has no color.)<br/> Target player reveals their hand.<br/> You choose a card from it with mana<br/> value 3 or greater and exile that<br/> card.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Ultimate Price 1B </div> <div> Instant </div> <div> Destroy target monocolored creature.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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Playtest cards - RYU\_X - 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;

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