

W B G

Choose one --

- * Exile target creature with power 3 or greater.
- * You draw two cards and you lose 2 life.
- * Distribute two +1/+1 counters among one or two target creatures.

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W B G

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.

4/4

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4/4

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4/4

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Land -- Forest Plains

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

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Canopy Vista

Land -- Forest Plains

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

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Den Protector

① ⑥

Creature -- Human Warrior

Creatures with power less than this creature's power can't block it.

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.)

When this creature is turned face up, return target card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den Protector

① ②

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dromoka's Command

GW

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dromoka's Command

G W

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- * Prevent all damage target instant or sorcery spell would deal this turn.
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G W

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- * Put a +1/+1 counter on target creature.
- * Target creature you control fights target creature you don't control.

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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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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Murderous Cut

4 B

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murderous Cut

4 B

Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prairie Stream

Land -- Plains Island

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

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Siege Rhino

① W B G

Creature -- Rhino

Trample
When this creature enters, each
opponent loses 3 life and you gain 3
life.

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4/5

Siege Rhino 1 W B G Creature -- Rhino Trample When this creature enters, each opponent loses 3 life and you gain 3 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Siege Rhino 1 W B G Creature -- Rhino Trample When this creature enters, each opponent loses 3 life and you gain 3 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Siege Rhino 1 W B G Creature -- Rhino Trample When this creature enters, each opponent loses 3 life and you gain 3 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoldering Marsh Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snapping Gnarlid 1 G Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapping Gnarlid 1 G Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapping Gnarlid 1 G Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

5 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

G

{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.

{2}{W/B}{W/B}: If this creature is a warrior, it becomes a Human Spirit Warrior with trample and lifelink.

{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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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	Wingmate Roc 3WW Creature -- Bird Flying Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying. Whenever this creature attacks, you gain 1 life for each attacking creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wingmate Roc 3WW Creature -- Bird Flying Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying. Whenever this creature attacks, you gain 1 life for each attacking creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

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

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3 G

Creature -- Elemental

Vigilance, trample
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.

2/2

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3 G

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[sidebar]

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① ②

Creature -- Human Warrior

Creatures with power less than this creature's power can't block it.

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.)

When this creature is turned face up, return target card from your graveyard to your hand.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Human Warrior

Creatures with power less than this creature's power can't block it. Megamorph {1}{6} (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.) When this creature is turned face up, return target card from your graveyard to your hand.

[sidebar]

2/1

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①②

Instant

Counter target spell with mana value
4 or greater.

[sideboard]

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Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infinite Obliteration 1BB Sorcery Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infinite Obliteration 1BB Sorcery Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Silkwrap 1W 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 PLAYbotbox.dev	Silkwrap 1W 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 PLAYbotbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Righteousness 1W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Ultimate Price 1 B Instant Destroy target monocolored creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ultimate Price 1 B Instant Destroy target monocolored creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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