

Abzan Charm (W)(B)(G) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abzan Charm (W)(B)(G) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abzan Charm (W)(B)(G) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abzan Charm (W)(B)(G) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anafenza, the Foremost (W)(B)(G) Legendary Creature -- Human Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anafenza, the Foremost (W)(B)(G) Legendary Creature -- Human Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anafenza, the Foremost (W)(B)(G) Legendary Creature -- Human Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anafenza, the Foremost (W)(B)(G) Legendary Creature -- Human Soldier 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 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 1/10 - 8 cards - 2.5 x 3.5 in each

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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([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

Creature -- Human Warrior

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den Protector

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Choose two --

* 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

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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Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

② W W

Legendary Planeswalker -- Gideon

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[+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."
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heir of the Wilds (1)(G) Creature -- Human Warrior Deathtouch Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heir of the Wilds (1)(G) Creature -- Human Warrior Deathtouch Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RYU_X - Standard (Standard Daily Swiss)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Plains Basic Land -- Plains {T}: Add {W}. 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
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	Siege Rhino 1WBG 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 1WBG 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 1WBG 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 PLAY botbox.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 PLAY botbox.dev	Sorin, Solemn Visitor (2)(W)(B) Legendary Planeswalker -- Sorin [+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink. [-2]: Create a 2/2 black Vampire creature token with flying. [-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Tasigur, the Golden Fang (5)(B) Legendary Creature -- Human Shaman 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 botbox.dev	Ultimate Price (1)(B) Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the First Tree (G) Creature -- Human [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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the First Tree (G) Creature -- Human [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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Warden of the First Tree ⑥ Creature -- Human {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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the First Tree ⑥ Creature -- Human {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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
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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	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
Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress 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 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

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	Self-Inflicted Wound 1B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound 1B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [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	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 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 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

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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ultimate Price 1B Instant Destroy target monocolored creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ultimate Price 1B Instant Destroy target monocolored creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	