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| <div>Canopy Vista</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)<br/>This land enters tapped unless you control two or more basic lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                | <div>Canopy Vista</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)<br/>This land enters tapped unless you control two or more basic lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                   | <div>Den Protector 1G</div> <div>Creature -- Human Warrior</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Den Protector 1G</div> <div>Creature -- Human Warrior</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Den Protector 1G</div> <div>Creature -- Human Warrior</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Dromoka's Command GW</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Dromoka's Command GW</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                              | <div>Dromoka's Command GW</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                              |

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| <div> <b>Dromoka's Command</b> <div> <div>G</div> <div>W</div> </div> </div> <div> Instant </div> <div> Choose two -- <ul style="list-style-type: none"> <li>* Prevent all damage target instant or sorcery spell would deal this turn.</li> <li>* Target player sacrifices an enchantment of their choice.</li> <li>* Put a +1/+1 counter on target creature.</li> <li>* Target creature you control fights target creature you don't control.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Flooded Strand</b> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Flooded Strand</b> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Flooded Strand</b> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                               |
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Playtest cards - unagieel - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Gideon, Ally of Zendikar</b> (2)(W)(W)<br><hr/> Legendary Planeswalker -- Gideon<br><hr/> [+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."<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Gideon, Ally of Zendikar</b> (2)(W)(W)<br><hr/> Legendary Planeswalker -- Gideon<br><hr/> [+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."<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Gideon, Ally of Zendikar</b> (2)(W)(W)<br><hr/> Legendary Planeswalker -- Gideon<br><hr/> [+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."<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Heir of the Wilds</b> (1)(G)<br><hr/> Creature -- Human Warrior<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Heir of the Wilds</b> (1)(G)<br><hr/> Creature -- Human Warrior<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      | <b>Heir of the Wilds</b> (1)(G)<br><hr/> Creature -- Human Warrior<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      | <b>Llanowar Wastes</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                       | <b>Llanowar Wastes</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                  |

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| <div><div><div>Murderous Cut</div><div>4B</div></div><div>Instant</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Destroy target creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                               | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div>Shambling Vent</div></div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {W} or {B}.</div><div>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</div><div>It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Shambling Vent</div></div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {W} or {B}.</div><div>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</div><div>It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Shambling Vent</div></div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {W} or {B}.</div><div>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</div><div>It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Shambling Vent</div></div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {W} or {B}.</div><div>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</div><div>It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Siege Rhino</div><div>1WBG</div></div><div>Creature -- Rhino</div><div><div>Trample</div><div>When this creature enters, each opponent loses 3 life and you gain 3 life.</div></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                    |

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| <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                 | <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                    | <b>Smoldering Marsh</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>This land enters tapped unless you control two or more basic lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                              |
| <b>Sunken Hollow</b><br>Land -- Island Swamp<br>({T}: Add {U} or {B}.)<br>This land enters tapped unless you control two or more basic lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Tasigur, the Golden Fang</b> (5)(B)<br>Legendary Creature -- Human Shaman<br>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.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the First Tree</b> (G)<br>Creature -- Human<br>{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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the First Tree</b> (G)<br>Creature -- Human<br>{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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - unagieel - Standard (Standard Daily Swiss)

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| <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 PLAYbotbox.dev</div></div> | <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 PLAYbotbox.dev</div></div> | <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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>Languish</div> <div>Sorcery</div> <div>All creatures get -4/-4 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div>Languish</div> <div>Sorcery</div> <div>All creatures get -4/-4 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        |

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| <div><div><div>Mastery of the Unseen (1)(W)</div><div>Enchantment</div><div>Whenever a permanent you control is turned face up, you gain 1 life for each creature you control.<br/>{3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mastery of the Unseen (1)(W)</div><div>Enchantment</div><div>Whenever a permanent you control is turned face up, you gain 1 life for each creature you control.<br/>{3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mastery of the Unseen (1)(W)</div><div>Enchantment</div><div>Whenever a permanent you control is turned face up, you gain 1 life for each creature you control.<br/>{3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Self-Inflicted Wound (1)(B)</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><div>Self-Inflicted Wound (1)(B)</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><div>Silkwrap (1)(W)</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><div>Surge of Righteousness (1)(W)</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><div>Surge of Righteousness (1)(W)</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>                        |

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