

Abzan Falconer (2)(W) Creature -- Human Soldier Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.) Each creature you control with a +1/+1 counter on it has flying. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abzan Falconer (2)(W) Creature -- Human Soldier Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.) Each creature you control with a +1/+1 counter on it has flying. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Canopy Vista Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Canopy Vista Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den Protector 1G 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 1G 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 1G 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 1G 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
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 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 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 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

Feat of Resistance 1 W Instant Put a +1/+1 counter on target creature you control. It gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feat of Resistance 1 W Instant Put a +1/+1 counter on target creature you control. It gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hardened Scales 6 Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardened Scales 6 Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardened Scales 6 Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardened Scales 6 Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Managorger Hydra 26 Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Managorger Hydra 26 Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Managorger Hydra 26 Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Managorger Hydra 26 Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stubborn Denial

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 PLAY botbox.dev

Stubborn Denial

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 PLAY botbox.dev

Stubborn Denial 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 PLAY botbox.dev	Stubborn Denial 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 PLAY botbox.dev	Valorous Stance Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. 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	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

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
Arashin Cleric ①W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric ①W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Display of Dominance ①G Instant Choose one -- * Destroy target blue or black noncreature permanent. * Permanents you control can't be the targets of blue or black spells your opponents control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erase W Instant Exile target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

