

Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den Protector1G 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 PLAYbotbox.dev	Den Protector1G 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 PLAYbotbox.dev
Dromoka's CommandGW 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 PLAYbotbox.dev	Dromoka's CommandGW 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 PLAYbotbox.dev	Dromoka's CommandGW 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 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

Hangarback Walker X X 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 X X 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 X X 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 X X 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
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 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 PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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	Silkwrap (1)(W) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap (1)(W) 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.) 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
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	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

Playtest cards - Arianne - 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 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 PLAYbotbox.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 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
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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
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	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

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