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| <b>Den Protector</b> (1)(G)<br>Creature -- Human Warrior<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Den Protector</b> (1)(G)<br>Creature -- Human Warrior<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Den Protector</b> (1)(G)<br>Creature -- Human Warrior<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dromoka's Command</b> (G)(W)<br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Dromoka's Command</b> (G)(W)<br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                            | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                            | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                             |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Languish<div>2BB</div></div> <div>Sorcery</div> <div>All creatures get -4/-4 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              |
| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Murderous Cut<div>4B</div></div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Destroy target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Murderous Cut

4 B

Instant

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

2/2

**Nissa, Vastwood Seer**

2 G

Legendary Creature -- Elf Scout

When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control.

## Nissa, Sage Animist

## Legendary Planeswalker -- Nissa

[+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

[-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token.

[-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Nissa, Vastwood Seer**

2G

Legendary Creature -- Elf Scout

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2/2

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**L 3**

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## Painful Truths

2 B

Sorcery

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

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## Plains

Basic Land -- Plains

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

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## 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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## 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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## Rising Miasma

3 B

Sorcerv

All creatures get -2/-2 until end of turn.

Awaken 3--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Josejane - 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.

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| <div><div><div>Ruinous Path</div><div>①B B</div></div><div>Sorcery</div><div>Destroy target creature or planeswalker.<br/>Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ruinous Path</div><div>①B B</div></div><div>Sorcery</div><div>Destroy target creature or planeswalker.<br/>Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sandsteppe Citadel</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}, {B}, or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Sandsteppe Citadel</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}, {B}, or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |
| <div><div><div>Sandsteppe Citadel</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}, {B}, or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Shambling Vent</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Shambling Vent</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shambling Vent</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Siege Rhino</div><div><div>1</div><div>W</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Siege Rhino</div><div><div>1</div><div>W</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Siege Rhino</div><div><div>1</div><div>W</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Siege Rhino</div><div><div>1</div><div>W</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             |
| <div><div>Smoldering Marsh</div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>This land enters tapped unless you control two or more basic lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>(<b>{T}</b>): Add <b>{B}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>(<b>{T}</b>): Add <b>{B}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Tasigur, the Golden Fang</div><div><div>5</div><div>B</div></div></div> <div><div>Legendary Creature -- Human Shaman</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for <b>{1}</b>.)<br/><b>{2}{G/U}{G/U}</b>: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Tasigur, the Golden Fang</b> ⑤⑧<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>Ultimate Price</b> ①⑧<br>Instant<br>Destroy target monocolored creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                       | <b>Warden of the First Tree</b> ⑥<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> ⑥<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> ⑥<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>Whisperwood Elemental</b> ③⑥⑥<br>Creature -- Elemental<br>At the beginning of your end step, 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.)<br>Sacrifice this creature: Until end of turn, face-up nontoken creatures you control gain "When this creature dies, manifest the top card of your library."<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Whisperwood Elemental</b> ③⑥⑥<br>Creature -- Elemental<br>At the beginning of your end step, 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.)<br>Sacrifice this creature: Until end of turn, face-up nontoken creatures you control gain "When this creature dies, manifest the top card of your library."<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Windswept Heath</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                           |

Playtest cards - Josejane - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Arashin Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Arashin Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Arashin Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Arashin Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |

3 B B

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* Destroy all Dragon creatures.
* Destroy all non-Dragon creatures.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature is turned face up, destroy target creature with power 4 or greater an opponent controls.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this creature is turned face up, destroy target creature with power 4 or greater an opponent controls.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

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 PLAY botbox.dev

① B B

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

```
[8]: Target opponent gets an emblem  
with "Whenever a player draws a  
card, you lose 2 life."
```

[sidebar]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

You choose a card from it with mana value 3 or greater and exile that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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

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.

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| <div> <div>Transgress the Mind</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <div>Devoid (This card has no color.)</div> <div>Target player reveals their hand.</div> <div>You choose a card from it with mana value 3 or greater and exile that card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Utter End</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div>Instant</div> <div> <div>Exile target nonland permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Virulent Plague</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <div>Creature tokens get -2/-2.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                       |  |