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| <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 PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <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 PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Den Protector1G</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 PLAYbotbox.dev</div></div> | <div><div>Den Protector1G</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 PLAYbotbox.dev</div></div> |
| <div><div>Dromoka's CommandGW</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 PLAYbotbox.dev</div></div> | <div><div>Dromoka's CommandGW</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 PLAYbotbox.dev</div></div> | <div><div>Dromoka's CommandGW</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 PLAYbotbox.dev</div></div>                                                                             | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                         |



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| <div> <div> <b>Hangarback Walker</b> <div> <div></div> <div></div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Hangarback Walker</b> <div> <div></div> <div></div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Hangarback Walker</b> <div> <div></div> <div></div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Hangarback Walker</b> <div> <div></div> <div></div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div> <b>Llanowar Wastes</b> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                                                                        | <div> <div> <b>Llanowar Wastes</b> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                                                                        | <div> <div> <b>Murderous Cut</b> <div> <div>4</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Destroy target creature.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                    | <div> <div> <b>Plains</b> </div> <div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                                                                                                                              |

## Plains

Basic Land -- Plains

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

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## 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.

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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

① W B G

Creature -- Rhino

Trample  
When this creature enters, each  
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4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B G

Creature -- Rhino

Trample  
When this creature enters, each  
opponent loses 3 life and you gain 3  
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4/5

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Siege Rhino</b> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</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> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Silkwrap</b> <div> <div>1</div> <div>W</div> </div> </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> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                             | <div> <b>Silkwrap</b> <div> <div>1</div> <div>W</div> </div> </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> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                  | <div> <b>Smoldering Marsh</b> </div> <div>           Land -- Swamp Mountain         </div> <div>           ({T}: Add {B} or {R}.)<br/>           This land enters tapped unless you control two or more basic lands.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                 |
| <div> <b>Sunken Hollow</b> </div> <div>           Land -- Island Swamp         </div> <div>           ({T}: Add {U} or {B}.)<br/>           This land enters tapped unless you control two or more basic lands.         </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                     | <div> <b>Tasigur, the Golden Fang</b> <div> <div>5</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Human Shaman         </div> <div>           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.         </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Warden of the First Tree</b> <div> <div>6</div> </div> </div> <div>           Creature -- Human         </div> <div>           {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.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Warden of the First Tree</b> <div> <div>6</div> </div> </div> <div>           Creature -- Human         </div> <div>           {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.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

Playtest cards - Arianne - 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><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> | <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> | <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> | <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> |
| <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>  | <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>  | <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>  | <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>  |

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| <div><div><div>Painful Truths</div><div>②B</div></div><div>Sorcery</div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Painful Truths</div><div>②B</div></div><div>Sorcery</div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Rising Miasma</div><div>③B</div></div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn.<br/>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rising Miasma</div><div>③B</div></div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn.<br/>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Self-Inflicted Wound</div><div>①B</div></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>Self-Inflicted Wound</div><div>①B</div></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>Self-Inflicted Wound</div><div>①B</div></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>Silkwrap</div><div>①W</div></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>                                        |

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| <div> <div> Transgress the Mind 1B </div> <div> Sorcery </div> <div> Devoid (This card has no color.)<br/> Target player reveals their hand.<br/> You choose a card from it with mana value 3 or greater and exile that card.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Transgress the Mind 1B </div> <div> Sorcery </div> <div> Devoid (This card has no color.)<br/> Target player reveals their hand.<br/> You choose a card from it with mana value 3 or greater and exile that card.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Ultimate Price 1B </div> <div> Instant </div> <div> Destroy target monocolored creature.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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