

W B G

Choose one --

- * Exile target creature with power 3 or greater.
- * You draw two cards and you lose 2 life.
- * Distribute two +1/+1 counters among one or two target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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W B G

Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.

4/4

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W B G

Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.

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4/4

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Land -- Forest Plains

([T]: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

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(**{T}**: Add **{G}** or **{W}**.)
This land enters tapped unless you control two or more basic lands.

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Creatures with power less than this creature's power can't block it.

Megamorph {1}{6} (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

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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.

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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 bothox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

```
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* Target creature you control fights
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

G W

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- * 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.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon, Ally of Zendikar (2)(W)(W)

② W W

Legendary Planeswalker -- Gideon

```
[+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.
```

```
[0]: Create a 2/2 white Knight Ally creature token.
```

```
[-4]: You get an emblem with
"Creatures you control get +1/+1."
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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;

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Gideon, Ally of Zendikar

2

W

W

Legendary Planeswalker -- Gideon

[+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.
[0]: Create a 2/2 white Knight Ally creature token.
[-4]: You get an emblem with "Creatures you control get +1/+1."

L4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gideon, Ally of Zendikar

2

W

W

Legendary Planeswalker -- Gideon

[+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.
[0]: Create a 2/2 white Knight Ally creature token.
[-4]: You get an emblem with "Creatures you control get +1/+1."

L4

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

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Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
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{1}, {T}: Put a +1/+1 counter on this creature.

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Hangarback Walker

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{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.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

0/0

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0/0

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Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

4 B

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

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4 B

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

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

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

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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.

botbox.dev

This land enters tapped.
{T}: Add {W} or {B}.
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It's still a land.

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Siege Rhino ①②③④ 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	Siege Rhino ①②③④ 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	Siege Rhino ①②③④ 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	Siege Rhino ①②③④ 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
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 ⑤⑥ 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 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 PLAY botbox.dev

Playtest cards - pshlos_grrr - 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;

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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	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	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	Wingmate Roc ③W④W Creature -- Bird Flying Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying. Whenever this creature attacks, you gain 1 life for each attacking creature. 3/4 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 PLAY botbox.dev

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Abzan Charm

W B G

Instant

Choose one --

* Exile target creature with power 3 or greater.

* You draw two cards and you lose 2 life.

* Distribute two +1/+1 counters among one or two target creatures.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress

B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress

(B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Self-Inflicted Wound (1)(B)

①⑧

Sorcery

Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.

[sidebar]

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Playtest cards - pshlos_grrr - Standard (Standard Daily Swiss)

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

Self-Inflicted Wound 1B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1W 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1W 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1W 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tasigur, the Golden Fang 5B 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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Arrogance 3WW Sorcery For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Transgress the Mind 1B 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 1B 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

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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	Wingmate Roc 3 W W Creature -- Bird Flying Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying. Whenever this creature attacks, you gain 1 life for each attacking creature. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	