



## 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 PLAY botbox.dev

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## Den Protector

① ②

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

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### Dromoka's Command

**G W**

Instant

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Choose two --
* Prevent all damage target instant
or sorcery spell would deal this
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* Target player sacrifices an
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* Put a +1/+1 counter on target
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* Target creature you control fights
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## 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.

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## Forest

Basic Land -- Forest

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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.
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[4]: You get an emblem with
"Creatures you control get +1/+1."
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| <b>Gideon, Ally of Zendikar</b> (2)(W)(W)<br>Legendary Planeswalker -- Gideon<br>[+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.<br>[0]: Create a 2/2 white Knight Ally creature token.<br>[-4]: You get an emblem with "Creatures you control get +1/+1."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> (1)(G)<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> (1)(G)<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> (1)(G)<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                      | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Murderous Cut</b> (4)(B)<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Murderous Cut</b> (4)(B)<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |

Playtest cards - marolanzi - 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 4/10 - 8 cards - 2.5 x 3.5 in each

## Plains

Basic Land -- Plains

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

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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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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  
life.

4/5

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| <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Silkwrap</b> (1)(W)<br>Enchantment<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   | <b>Silkwrap</b> (1)(W)<br>Enchantment<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   |
| <b>Smoldering Marsh</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>This land enters tapped unless you control two or more basic lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Sunken Hollow</b><br>Land -- Island Swamp<br>({T}: Add {U} or {B}.)<br>This land enters tapped unless you control two or more basic lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Warden of the First Tree</b> (G)<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> (G)<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 |

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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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   | <div>Duress</div> <div>B</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>Duress</div> <div>B</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>Duress</div> <div>B</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> |

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| <div> <div>Hallowed Moonlight</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Until end of turn, if a creature would enter and it wasn't cast, exile it instead.<br/>Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Self-Inflicted Wound</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent sacrifices a green or white creature of their choice.<br/>If that player does, they lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Self-Inflicted Wound</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent sacrifices a green or white creature of their choice.<br/>If that player does, they lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      | <div> <div>Silkwrap</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield.<br/>(That creature returns under its owner's control.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Surge of Righteousness</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>             | <div> <div>Surge of Righteousness</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Transgress the Mind</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Transgress the Mind</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            |

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