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| <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 |
| <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>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.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>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.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>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.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>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.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

## 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

## 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

① ⑥

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 PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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 PLAY botbox.dev

**G W**

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 PLAY botbox.dev

**G W**

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G W**

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Choose two --
* Prevent all damage target instant
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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 botbox.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 PLAY botbox.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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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."
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Shige09 - 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 3/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
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| <div> <b>Gideon, Ally of Zendikar</b> <span>2WW</span> </div> <div>       Legendary Planeswalker -- Gideon     </div> <div> <p>[+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.</p> <p>[0]: Create a 2/2 white Knight Ally creature token.</p> <p>[-4]: You get an emblem with "Creatures you control get +1/+1."</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Gideon, Ally of Zendikar</b> <span>2WW</span> </div> <div>       Legendary Planeswalker -- Gideon     </div> <div> <p>[+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.</p> <p>[0]: Create a 2/2 white Knight Ally creature token.</p> <p>[-4]: You get an emblem with "Creatures you control get +1/+1."</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Hangarback Walker</b> <span>XX</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Hangarback Walker</b> <span>XX</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Hangarback Walker</b> <span>XX</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                            | <div> <b>Llanowar Wastes</b> </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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                     | <div> <b>Llanowar Wastes</b> </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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                          | <div> <b>Murderous Cut</b> <span>4B</span> </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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                             |

4 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {W} or {B}.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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①WBG

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> ①WBG<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> ①WBG<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> ①WBG<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>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.                                                                                                                                                                                                                                                                  |
| <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.                                                              | <b>Ultimate Price</b> ①B<br>Instant<br>Destroy target monocolored creature.                                                                                                                                | <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 |

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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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div> </div>                                                                                                                                                                                       | <div> <div>Wingmate Roc ③W④W</div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</p> <p>Whenever this creature attacks, you gain 1 life for each attacking creature.</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Wingmate Roc ③W④W</div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</p> <p>Whenever this creature attacks, you gain 1 life for each attacking creature.</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

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| <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>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>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>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>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>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>Infinite Obliteration</div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Painful Truths</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> |

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| <b>Self-Inflicted Wound</b> (1)(B)<br><hr/> Sorcery<br><hr/> Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                 | <b>Self-Inflicted Wound</b> (1)(B)<br><hr/> Sorcery<br><hr/> Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                 | <b>Self-Inflicted Wound</b> (1)(B)<br><hr/> Sorcery<br><hr/> Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                | <b>Silkwrap</b> (1)(W)<br><hr/> Enchantment<br><hr/> 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><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Silkwrap</b> (1)(W)<br><hr/> Enchantment<br><hr/> 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><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Silkwrap</b> (1)(W)<br><hr/> Enchantment<br><hr/> 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><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tasigur, the Golden Fang</b> (5)(B)<br><hr/> Legendary Creature -- Human Shaman<br><hr/> 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><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Transgress the Mind</b> (1)(B)<br><hr/> Sorcery<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                |

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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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