

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.

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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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| <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>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Gideon, Ally of Zendikar 2WW</div><div>Legendary Planeswalker -- Gideon</div><div>[+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."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gideon, Ally of Zendikar 2WW</div><div>Legendary Planeswalker -- Gideon</div><div>[+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."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gideon, Ally of Zendikar 2WW</div><div>Legendary Planeswalker -- Gideon</div><div>[+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."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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>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><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><div>2/2</div> 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><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              |

Playtest cards - psychologist - 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

4 B

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

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Basic Land -- Plains

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## 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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Land

This land enters tapped.  
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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.

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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 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>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>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> | <div>Self-Inflicted Wound</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> |

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| <div> <div>Silkwrap</div> <div> <div>1</div> <div>W</div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Silkwrap</div> <div> <div>1</div> <div>W</div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                  | <div> <div>Sorin, Solemn Visitor</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Planeswalker -- Sorin</div> <div> [+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink.<br/> [-2]: Create a 2/2 black Vampire creature token with flying.<br/> [-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice." </div> <div>[sideboard]</div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Surge of Righteousness</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Destroy target black or red creature that's attacking or blocking. You gain 2 life. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                              |
| <div> <div>Surge of Righteousness</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Destroy target black or red creature that's attacking or blocking. You gain 2 life. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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 {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>[sideboard]</div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Transgress the Mind</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Devoid (This card has no color.)<br/> Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                       | <div> <div>Transgress the Mind</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Devoid (This card has no color.)<br/> Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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<br/> value 3 or greater and exile that<br/> 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> | <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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