

Ancestral Statue 4 Artifact Creature -- Golem When this creature enters, return a nonland permanent you control to its owner's hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Statue 4 Artifact Creature -- Golem When this creature enters, return a nonland permanent you control to its owner's hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Statue 4 Artifact Creature -- Golem When this creature enters, return a nonland permanent you control to its owner's hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Statue 4 Artifact Creature -- Golem When this creature enters, return a nonland permanent you control to its owner's hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Canopy Vista Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land ({T}: Add {C}. ({T}: Add {W} or {B}. This land deals 1 damage to you. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land ({T}: Add {C}. ({T}: Add {W} or {B}. This land deals 1 damage to you. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Den Protector 1 G 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	Den Protector 1 G 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	Dromoka's Command 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	Dromoka's Command 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
Dromoka's Command 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	Dromoka's Command 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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon, Ally of Zendikar 2WW 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 PLAYbotbox.dev	Gideon, Ally of Zendikar 2WW 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 PLAYbotbox.dev	Hidden Dragonslayer 1W Creature -- Human Warrior Lifelink Megamorph {2}{W} (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, destroy target creature with power 4 or greater an opponent controls. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Dragonslayer 1W Creature -- Human Warrior Lifelink Megamorph {2}{W} (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, destroy target creature with power 4 or greater an opponent controls. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - fbw4 - Standard (Standard Daily Swiss)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Kytheon, Hero of Akros

(W)

Legendary Creature -- Human Soldier

At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control.
{2}{W}: Kytheon gains indestructible until end of turn.

2/1

-- BACK FACE --

Gideon, Battle-Forged

Legendary Planeswalker -- Gideon

[+2]: Up to one target creature an opponent controls attacks Gideon during its controller's next turn if able.
[+1]: Until your next turn, target creature gains indestructible. Untap that creature.
[0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

L 3

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.

botbox.dev

Painful Truths

(2)(B)

Sorcery

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

botbox.dev

Painful Truths

(2)(B)

Sorcery

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

botbox.dev

Plains

Basic Land -- Plains

{{T}}: Add {W}.)

botbox.dev

Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Siege Rhino 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 PLAYbotbox.dev	Siege Rhino 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 PLAYbotbox.dev	Siege Rhino 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 PLAYbotbox.dev	Siege Rhino 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 PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utter End 2 W B Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utter End 2 W B Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utter End 2 W B Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Utter End 2WB Instant Exile target nonland permanent. 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
Abzan Charm WBG 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abzan Charm WBG 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abzan Charm WBG 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anafenza, the Foremost WBG Legendary Creature -- Human Soldier 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Anafenza, the Foremost (W)(B)(G) Legendary Creature -- Human Soldier 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crux of Fate (3)(B)(B) Sorcery Choose one -- * Destroy all Dragon creatures. * Destroy all non-Dragon creatures. [sideboard] 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. [sideboard] 0/0 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. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Languish (2)(B)(B) Sorcery All creatures get -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Languish (2)(B)(B) Sorcery All creatures get -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Managorger Hydra (2)(G) Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Managorger Hydra (2)(G) Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Murderous Cut

④ ⑧

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorin, Solemn Visitor ② ④ ⑧

Legendary Planeswalker -- Sorin

[+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink.
[-2]: Create a 2/2 black Vampire creature token with flying.
[-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice."

[sideboard]

L 4

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