

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Misterpink21 - Standard (Standard Daily Swiss)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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	Den Protector 1G 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 1G 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
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Forest Basic Land -- Forest {T}: Add {G}. 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	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	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Wastes

Land

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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Instant

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

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Destroy target creature.

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Plains

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

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

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Shambling Vent

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/5	Siege Rhino Creature -- Rhino Trample When this creature enters, each opponent loses 3 life and you gain 3 life. 4/5	Siege Rhino Creature -- Rhino Trample When this creature enters, each opponent loses 3 life and you gain 3 life. 4/5	Siege Rhino Creature -- Rhino Trample When this creature enters, each opponent loses 3 life and you gain 3 life. 4/5
Siege Rhino Creature -- Rhino Trample When this creature enters, each opponent loses 3 life and you gain 3 life. 4/5	Silkwrap 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.) 4/5	Silkwrap 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.) 4/5	Smoldering Marsh Land -- Swamp Mountain ({T}: Add {B} or {R}.) This land enters tapped unless you control two or more basic lands. 4/5

Snapping Gnarlid ①⑥ Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapping Gnarlid ①⑥ Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapping Gnarlid ①⑥ Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapping Gnarlid ①⑥ Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sorin, Solemn Visitor ②④⑧ 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." L 4 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	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	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 - Misterpink21 - Standard (Standard Daily Swiss)

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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 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	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 PLAY botbox.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 PLAY botbox.dev
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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 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 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 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 PLAYbotbox.dev
Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Painful Truths Sorcery Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pitiless Horde (2)(B) Creature -- Orc Berserker At the beginning of your upkeep, you lose 2 life. Dash {2}{B}{B} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pitiless Horde (2)(B) Creature -- Orc Berserker At the beginning of your upkeep, you lose 2 life. Dash {2}{B}{B} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Planar Outburst (3)(W)(W) Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Planar Outburst (3)(W)(W) Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rising Miasma (3)(B) Sorcery All creatures get -2/-2 until end of turn. Awaken 3--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rising Miasma (3)(B) Sorcery All creatures get -2/-2 until end of turn. Awaken 3--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Inflicted Wound (1)(B) 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

Self-Inflicted Wound (1)(B)

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

Tasigur, the Golden Fang (5)(B)

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

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{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

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4/5

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