

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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W B G

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

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.

## Canopy Vista

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
This land enters tapped unless you control two or more basic lands.

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## Canopy Vista

Land -- Forest Plains

([T]: Add {G} or {W}.)  
This land enters tapped unless you control two or more basic lands.

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## Den Protector

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

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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.

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2/1

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### 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.
```

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* 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.
```

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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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## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker -- Gideon

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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 - Hagrid - 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

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>Shambling Vent</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shambling Vent</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div> <div>Siege Rhino</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Rhino</div> <div> <div>Trample</div> <div>When this creature enters, each opponent loses 3 life and you gain 3 life.</div> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Siege Rhino</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Rhino</div> <div> <div>Trample</div> <div>When this creature enters, each opponent loses 3 life and you gain 3 life.</div> </div> <div> <div>4/5</div> </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> <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> <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> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                      |
| <div> <div>Smoldering Marsh</div> </div> <div> <div>Land -- Swamp Mountain</div> <div> <div>{T}: Add {B} or {R}.</div> <div>This land enters tapped unless you control two or more basic lands.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                              | <div> <div>Sunken Hollow</div> </div> <div> <div>Land -- Island Swamp</div> <div> <div>{T}: Add {U} or {B}.</div> <div>This land enters tapped unless you control two or more basic lands.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                   | <div> <div>Warden of the First Tree</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Human</div> <div> <div>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</div> <div>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</div> <div>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Warden of the First Tree</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Human</div> <div> <div>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</div> <div>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</div> <div>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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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><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>                                                                     | <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>                                                                                                                                        | <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> | <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> |
| <div><div>Infinite Obliteration ①B B</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> | <div><div>Quarantine Field X X W W</div><div>Enchantment</div><div>This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Secure the Wastes X W</div><div>Instant</div><div>Create X 1/1 white Warrior creature tokens.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Secure the Wastes X W</div><div>Instant</div><div>Create X 1/1 white Warrior creature tokens.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |

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