

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Authority of the Consuls</b> <span>W</span> </div> <div> Enchantment </div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                | <div> <b>Cori Mountain Stalwart</b> <span>1R</span> <span>W</span> </div> <div> Creature -- Human Monk </div> <div> <p>Flurry -- Whenever you cast your second spell each turn, this creature deals 2 damage to each opponent and you gain 2 life.</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                   | <div> <b>Demonic Ruckus</b> <span>1R</span> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has menace and trample.</p> <p>When this Aura is put into a graveyard from the battlefield, draw a card.</p> <p>Plot {R} (You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Demonic Ruckus</b> <span>1R</span> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has menace and trample.</p> <p>When this Aura is put into a graveyard from the battlefield, draw a card.</p> <p>Plot {R} (You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Demonic Ruckus</b> <span>1R</span> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has menace and trample.</p> <p>When this Aura is put into a graveyard from the battlefield, draw a card.</p> <p>Plot {R} (You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Demonic Ruckus</b> <span>1R</span> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has menace and trample.</p> <p>When this Aura is put into a graveyard from the battlefield, draw a card.</p> <p>Plot {R} (You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Goblin Oriflamme</b> <span>1R</span> </div> <div> Enchantment </div> <div> <p>Attacking creatures you control get +1/+0.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                | <div> <b>Goblin Oriflamme</b> <span>1R</span> </div> <div> Enchantment </div> <div> <p>Attacking creatures you control get +1/+0.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                |

|                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Hearthborn Battler</b> (2)(R)<br>Creature -- Lizard Warlock<br>Haste<br>Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                  | <b>Hearthborn Battler</b> (2)(R)<br>Creature -- Lizard Warlock<br>Haste<br>Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                  | <b>Hearthborn Battler</b> (2)(R)<br>Creature -- Lizard Warlock<br>Haste<br>Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                  | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  |
| <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Howlsquad Heavy</b> (2)(R)<br>Creature -- Goblin Mercenary<br>Start your engines!<br>Other Goblins you control have haste.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.<br>Max speed -- {T}: Add {R} for each Goblin you control.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

|                                                                                                                                                                                                                    |                                                                                                                                                                                                                    |                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                               |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Krenko, Mob Boss</div> <div>2RR</div> <div>Legendary Creature -- Goblin Warrior</div> <div>{T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 |

|                                                                                                                                                                  |                                                                                                                                                                  |                                                                                                                                                                  |                                                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

|                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                      |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Painter's Studio2R</div><div>Enchantment -- Room</div><div>When you unlock this door, exile the top two cards of your library. You may play them until the end of your next turn.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div><div>Defaced Gallery1R</div><div>Enchantment -- Room</div><div>Whenever you attack, attacking creatures you control get +1/+0 until end of turn.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Painter's Studio2R</div><div>Enchantment -- Room</div><div>When you unlock this door, exile the top two cards of your library. You may play them until the end of your next turn.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div><div>Defaced Gallery1R</div><div>Enchantment -- Room</div><div>Whenever you attack, attacking creatures you control get +1/+0 until end of turn.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      |
| <div><div>Searslicer Goblin1R</div><div>Creature -- Goblin Warrior</div><div>Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Searslicer Goblin1R</div><div>Creature -- Goblin Warrior</div><div>Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Searslicer Goblin1R</div><div>Creature -- Goblin Warrior</div><div>Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Sheltered by Ghosts1W</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Sheltered by Ghosts</b> <span>1W</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature you control<br/>           When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>           Enchanted creature gets +1/+0 and has lifelink and ward {2}.         </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Shock Brigade</b> <span>1R</span> </div> <div>           Creature -- Goblin Soldier         </div> <div>           Menace (This creature can't be blocked except by two or more creatures.)<br/>           Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)         </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Shock Brigade</b> <span>1R</span> </div> <div>           Creature -- Goblin Soldier         </div> <div>           Menace (This creature can't be blocked except by two or more creatures.)<br/>           Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)         </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Shock Brigade</b> <span>1R</span> </div> <div>           Creature -- Goblin Soldier         </div> <div>           Menace (This creature can't be blocked except by two or more creatures.)<br/>           Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)         </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          |
| <div> <b>Shocking Sharpshooter</b> <span>1R</span> </div> <div>           Creature -- Human Archer         </div> <div>           Reach<br/>           Whenever another creature you control enters, this creature deals 1 damage to target opponent.         </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 | <div> <b>Shocking Sharpshooter</b> <span>1R</span> </div> <div>           Creature -- Human Archer         </div> <div>           Reach<br/>           Whenever another creature you control enters, this creature deals 1 damage to target opponent.         </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                              | <div> <b>Shocking Sharpshooter</b> <span>1R</span> </div> <div>           Creature -- Human Archer         </div> <div>           Reach<br/>           Whenever another creature you control enters, this creature deals 1 damage to target opponent.         </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                              | <div> <b>Squee, Dubious Monarch</b> <span>2R</span> </div> <div>           Legendary Creature -- Goblin Noble         </div> <div>           Haste<br/>           Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.<br/>           You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

®

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {W}.  
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {W}.  
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

```
{T}: Add {W}.
{T}: Add {R}. Activate only if you
control a Mountain or a Plains.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {W}.  
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Creature -- Lizard Warlock

If a Lizard, Mouse, Otter, or Raccoon you control would deal damage to a permanent or player, it deals that much damage plus 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R W

Enchantment

Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 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.

|                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Warleader's Call</div><div><div>1</div><div>R</div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div><div>Windcrag Siege</div><div><div>1</div><div>R</div><div>W</div></div></div> <div>Enchantment</div> <div>As this enchantment enters, choose Mardu or Jeskai.<br/>* Mardu -- If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/>* Jeskai -- At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Windcrag Siege</div><div><div>1</div><div>R</div><div>W</div></div></div> <div>Enchantment</div> <div>As this enchantment enters, choose Mardu or Jeskai.<br/>* Mardu -- If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/>* Jeskai -- At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Windcrag Siege</div><div><div>1</div><div>R</div><div>W</div></div></div> <div>Enchantment</div> <div>As this enchantment enters, choose Mardu or Jeskai.<br/>* Mardu -- If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/>* Jeskai -- At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Authority of the Consuls</div><div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Authority of the Consuls</div><div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                  | <div><div>Authority of the Consuls</div><div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                  | <div><div>Caught in the Crossfire</div><div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Caught in the Crossfire deals 2 damage to each outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)<br/>+ {1} -- Caught in the Crossfire deals 2 damage to each non-outlaw creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                |

|                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Caught in the Crossfire</b> (R)(R)</p> <p>Instant</p> <p>Spree (Choose one or more additional costs.)<br/> + {1} -- Caught in the Crossfire deals 2 damage to each outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)<br/> + {1} -- Caught in the Crossfire deals 2 damage to each non-outlaw creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ghost Vacuum</b> (1)</p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/> {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ghost Vacuum</b> (1)</p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/> {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Giant Cinderdaw</b> (2)(R)</p> <p>Creature -- Dinosaur Beast</p> <p>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/> Players can't gain life.</p> <p>[sideboard]</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>       |
| <p><b>Giant Cinderdaw</b> (2)(R)</p> <p>Creature -- Dinosaur Beast</p> <p>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/> Players can't gain life.</p> <p>[sideboard]</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                           | <p><b>Lithomantic Barrage</b> (R)</p> <p>Sorcery</p> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                      | <p><b>Lithomantic Barrage</b> (R)</p> <p>Sorcery</p> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                      | <p><b>Lithomantic Barrage</b> (R)</p> <p>Sorcery</p> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

|                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                  |  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div> <b>Lithomantic Barrage</b> <span>(R)</span> </div> <div> <div>Sorcery</div> <div> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Soul-Guide Lantern</b> <span>(1)</span> </div> <div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Soul-Guide Lantern</b> <span>(1)</span> </div> <div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                  |  |