

Bonecrusher Giant

(2)(R)

Creature -- Giant

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

4/3

-- ADVENTURE --

Stomp

(1)(R)

Instant -- Adventure

Damage can't be prevented this turn.  
Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Branchloft Pathway

Land

{T}: Add {G}.

-- BACK FACE --

Boulderloft Pathway

Land

{T}: Add {W}.

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| <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |
| <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Esika's Chariot</div> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Legendary Artifact -- Vehicle</div> <div> <div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.</div> <div>Crew 4</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Esika's Chariot</div> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Legendary Artifact -- Vehicle</div> <div> <div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.</div> <div>Crew 4</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                          | <div> <div>Esika's Chariot</div> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Legendary Artifact -- Vehicle</div> <div> <div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.</div> <div>Crew 4</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                          | <div> <div>Fabled Passage</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                       | <div> <div>Fabled Passage</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                              |

### Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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① R

Instant

Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Giant Killer</div><div>W</div></div><div>Creature -- Human Peasant</div><div>{1}{W}, {T}: Tap target creature.</div><div>1/2</div><div>----- ADVENTURE -----</div><div><div>Chop Down</div><div>2W</div></div><div>Instant -- Adventure</div><div>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Giant Killer</div><div>W</div></div><div>Creature -- Human Peasant</div><div>{1}{W}, {T}: Tap target creature.</div><div>1/2</div><div>----- ADVENTURE -----</div><div><div>Chop Down</div><div>2W</div></div><div>Instant -- Adventure</div><div>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Giant Killer</div><div>W</div></div><div>Creature -- Human Peasant</div><div>{1}{W}, {T}: Tap target creature.</div><div>1/2</div><div>----- ADVENTURE -----</div><div><div>Chop Down</div><div>2W</div></div><div>Instant -- Adventure</div><div>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Giant Killer</div><div>W</div></div><div>Creature -- Human Peasant</div><div>{1}{W}, {T}: Tap target creature.</div><div>1/2</div><div>----- ADVENTURE -----</div><div><div>Chop Down</div><div>2W</div></div><div>Instant -- Adventure</div><div>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Jaspera Sentinel</div><div>G</div></div><div>Creature -- Elf Rogue</div><div>Reach<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Jaspera Sentinel</div><div>G</div></div><div>Creature -- Elf Rogue</div><div>Reach<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Jaspera Sentinel</div><div>G</div></div><div>Creature -- Elf Rogue</div><div>Reach<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Jaspera Sentinel</div><div>G</div></div><div>Creature -- Elf Rogue</div><div>Reach<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             |

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| <div>Lair of the Hydra</div> <div>Land</div> <p>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {G}.<br/>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Lair of the Hydra</div> <div>Land</div> <p>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {G}.<br/>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Lovestruck Beast</div> <div>Creature -- Beast Noble</div> <p>This creature can't attack unless you control a 1/1 creature.</p> <div>5/5</div> <div>----- ADVENTURE -----</div> <div>Heart's Desire</div> <div>Sorcery -- Adventure</div> <p>Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lovestruck Beast</div> <div>Creature -- Beast Noble</div> <p>This creature can't attack unless you control a 1/1 creature.</p> <div>5/5</div> <div>----- ADVENTURE -----</div> <div>Heart's Desire</div> <div>Sorcery -- Adventure</div> <p>Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Lovestruck Beast</div> <div>Creature -- Beast Noble</div> <p>This creature can't attack unless you control a 1/1 creature.</p> <div>5/5</div> <div>----- ADVENTURE -----</div> <div>Heart's Desire</div> <div>Sorcery -- Adventure</div> <p>Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lovestruck Beast</div> <div>Creature -- Beast Noble</div> <p>This creature can't attack unless you control a 1/1 creature.</p> <div>5/5</div> <div>----- ADVENTURE -----</div> <div>Heart's Desire</div> <div>Sorcery -- Adventure</div> <p>Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <p>( {T}: Add {R}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                     | <div>Mountain</div> <div>Basic Land -- Mountain</div> <p>( {T}: Add {R}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                     |

Playtest cards - Jace76 - Standard (Standard League)

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

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| <div><div>Needleverge Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Needleverge Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Needleverge Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Needleverge Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Needleverge Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Needleverge Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                   | <div><div>Needleverge Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Needleverge Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                   |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Showdown of the Skalds 2RW</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.<br/>II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Showdown of the Skalds 2RW</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.<br/>II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> Showdown of the Skalds 2RW </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.<br/> II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. </div> <div> 1/1 </div> <div> Tangled Vale </div> <div> Land </div> <div> This land enters tapped.<br/> {T}: Add {G}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Tangled Florahedron 1G </div> <div> Creature -- Elemental </div> <div> {T}: Add {G}. </div> <div> 1/1 </div> <div> Tangled Vale </div> <div> Land </div> <div> This land enters tapped.<br/> {T}: Add {G}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>     | <div> Tangled Florahedron 1G </div> <div> Creature -- Elemental </div> <div> {T}: Add {G}. </div> <div> 1/1 </div> <div> Tangled Vale </div> <div> Land </div> <div> This land enters tapped.<br/> {T}: Add {G}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> The Akroan War 3R </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Gain control of target creature for as long as this Saga remains on the battlefield.<br/> II -- Until your next turn, creatures your opponents control attack each combat if able.<br/> III -- Each tapped creature deals damage to itself equal to its power. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Burning Hands 1R </div> <div> Instant </div> <div> Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                  | <div> Burning Hands 1R </div> <div> Instant </div> <div> Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Containment Priest 1W </div> <div> Creature -- Human Cleric </div> <div> Flash<br/> If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>     | <div> Drannith Magistrate 1W </div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div> [sideboard] </div> <div> 1/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                        |



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| <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> <div>[sideboard]</div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                               | <div> <div>Jegantha, the Wellspring</div> <div> <div>4</div> <div>R/G</div> </div> </div> <div> <div>Legendary Creature -- Elemental Elk</div> <div> <div>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</div> <div>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div> <div>[sideboard]</div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Ox of Agonas</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Ox</div> <div> <div>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>This creature escapes with a +1/+1 counter on it.</div> <div>[sideboard]</div> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Ox of Agonas</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Ox</div> <div> <div>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>This creature escapes with a +1/+1 counter on it.</div> <div>[sideboard]</div> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Ox of Agonas</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Ox</div> <div> <div>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>This creature escapes with a +1/+1 counter on it.</div> <div>[sideboard]</div> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Redcap Melee</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                        | <div> <div>Redcap Melee</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                | <div> <div>Redcap Melee</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                |

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| <div><div><div><div><div><div></div><div><b>Redcap Melee</b></div><div><div>R</div></div></div></div><div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Reidane, God of the Worthy</b></div><div><div></div></div></div></div><div><div>Card</div><div>[sideboard]</div></div></div></div><div><div>OTHER FACE</div><div><div><div><div><div><div></div><div><b>Reidane, God of the Worthy</b></div><div><div></div></div></div></div><div><div>Card</div><div></div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Wilt</b></div><div><div>16</div></div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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Playtest cards - Jace76 - Standard (Standard League)

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 10/10 - 3 cards - 2.5 x 3.5 in each