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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[+1]: Put a +1/+1 counter on up to one target creature. It gains indestructible until end of turn.

[-2]: Whenever one or more nontoken creatures attack this turn, create that many 1/1 white Soldier creature tokens that are tapped and attacking.

[-6]: You get an emblem with "At the beginning of combat on your turn, create a 1/1 white Soldier creature token, then put a +1/+1 counter on each creature you control."

L 3

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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.

Codespell Cleric (W) Creature -- Human Cleric Vigilance When this creature enters, if it was the second spell you cast this turn, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codespell Cleric (W) Creature -- Human Cleric Vigilance When this creature enters, if it was the second spell you cast this turn, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codespell Cleric (W) Creature -- Human Cleric Vigilance When this creature enters, if it was the second spell you cast this turn, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codespell Cleric (W) Creature -- Human Cleric Vigilance When this creature enters, if it was the second spell you cast this turn, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glorious Anthem1WW Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Luminarch Aspirant

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Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

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Luminarch Aspirant

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Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

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Maul of the Skyclaves ②④

② ③

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+2 and has flying and first strike. (It deals combat damage before creatures without first strike.)

Equip {2}{W}{W}

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Maul of the Skyclaves (2)(W)

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Seasoned Hallowblade ①②Ⓜ

①②

Creature -- Human Warrior

Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

3/1

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Snow-Covered Plains

Basic Snow Land -- Plains

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

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Usher of the Fallen

W

Creature -- Spirit Warrior

Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token.
(Activate only if this creature attacked this turn and only once each turn.)

2/1

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Playtest cards - Topdeck or Bust - 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 7/10 - 8 cards - 2.5 x 3.5 in each

Venerable Knight Ⓢ Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerable Knight Ⓢ Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerable Knight Ⓢ Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerable Knight Ⓢ Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Baneslayer Angel 3ⓈⓈ Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel 3ⓈⓈ Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel 3ⓈⓈ Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel 3ⓈⓈ Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Basri's Lieutenant 3 W Creature -- Human Knight Vigilance, protection from multicolored When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature or another creature you control dies, if it had a +1/+1 counter on it, create a 2/2 white Knight creature token with vigilance. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basri's Lieutenant 3 W Creature -- Human Knight Vigilance, protection from multicolored When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature or another creature you control dies, if it had a +1/+1 counter on it, create a 2/2 white Knight creature token with vigilance. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basri's Lieutenant 3 W Creature -- Human Knight Vigilance, protection from multicolored When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature or another creature you control dies, if it had a +1/+1 counter on it, create a 2/2 white Knight creature token with vigilance. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basri's Lieutenant 3 W Creature -- Human Knight Vigilance, protection from multicolored When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature or another creature you control dies, if it had a +1/+1 counter on it, create a 2/2 white Knight creature token with vigilance. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fight as One W Instant Choose one or both -- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn. * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fight as One W Instant Choose one or both -- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn. * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Journey to Oblivion 4 W Enchantment This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weathered Runestone 2 Artifact Nonland permanent cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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