

Arashin Foremost (1)(W)(W) Creature -- Human Warrior Double strike Whenever this creature enters or attacks, another target Warrior creature you control gains double strike until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood-Chin Rager (1)(B) Creature -- Human Warrior Whenever this creature attacks, Warrior creatures you control gain menace until end of turn. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood-Chin Rager (1)(B) Creature -- Human Warrior Whenever this creature attacks, Warrior creatures you control gain menace until end of turn. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood-Chin Rager (1)(B) Creature -- Human Warrior Whenever this creature attacks, Warrior creatures you control gain menace until end of turn. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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B

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2/1

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Land

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{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
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WB

Creature -- Human Warrior

Other Warrior creatures you control get +1/+0.

3/2

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sheet 2/10 - 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.

Chief of the Edge (W)(B) Creature -- Human Warrior Other Warrior creatures you control get +1/+0. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mardu Strike Leader (2)(B) Creature -- Human Warrior Whenever this creature attacks, create a 2/1 black Warrior creature token. Dash {3}{B} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Strike Leader (2)(B) Creature -- Human Warrior Whenever this creature attacks, create a 2/1 black Warrior creature token. Dash {3}{B} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Strike Leader (2)(B) Creature -- Human Warrior Whenever this creature attacks, create a 2/1 black Warrior creature token. Dash {3}{B} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Strike Leader (2)(B) Creature -- Human Warrior Whenever this creature attacks, create a 2/1 black Warrior creature token. Dash {3}{B} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DaMao1 - Standard (Standard Daily Swiss)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Murderous Cut 4 B Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Prairie Stream Land -- Plains Island {T}: Add {W} or {U}. This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secure the Wastes Instant Create X 1/1 white Warrior creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① W

Whenever a permanent you control is turned face up, you gain 1 life for each creature you control.

{3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

① W W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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① ② B

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Ultimate Price 1 B Instant Destroy target monocolored creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Strangler 2 B Creature -- Eldrazi Processor Devoid (This card has no color.) When this creature enters, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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