

Assembled Alphas (5)(R) Creature -- Wolf Whenever this creature blocks or becomes blocked by a creature, this creature deals 3 damage to that creature and 3 damage to that creature's controller. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courageous Outrider (3)(W) Creature -- Human Scout When this creature enters, look at the top four cards of your library. You may reveal a Human card from among them and put it into your hand. Put the rest on the bottom of your library in any order. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn Gryff (2)(W) Creature -- Hippogriff Flying 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drogskol Shieldmate (2)(W) Creature -- Spirit Soldier Flash When this creature enters, other creatures you control get +0/+1 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Expose Evil (1)(W) Instant Tap up to two target creatures. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithbearer Paladin (4)(W) Creature -- Human Knight Lifelink (Damage dealt by this creature also causes you to gain that much life.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldnight Castigator (2)(R)(R) Creature -- Angel Flying, haste If a source would deal damage to you, it deals double that damage to you instead. If a source would deal damage to this creature, it deals double that damage to this creature instead. 4/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gryff's Boon (W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadBeatBret - Limited (Limited PTQ Finals)

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

W

Enchant creature
Enchanted creature gets +1/+0 and
has flying.
{3}{W}: Return this card from your
graveyard to the battlefield
attached to target creature.
Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, target creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

① ② W

When this creature enters, target creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

②③

Whenever this creature attacks, create two 1/1 red Human creature tokens that are tapped and attacking.
(Melds with Hanweir Battlements.)

2/3

- - - OTHER FACE - - -

Legendary Creature -- Eldrazi Ooze

Trample, haste
Whenever Hanweir attacks, create two
3/2 colorless Eldrazi Horror creature
tokens that are tapped and attacking.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

② ② W

When this creature enters, you may return target Aura or Equipment card from your graveyard to your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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RW Ride Down Instant Destroy target blocking creature. Creatures that were blocked by that creature this combat gain trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2R Savage Alliance Instant Escalate {1} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Creatures target player controls gain trample until end of turn. * Savage Alliance deals 2 damage to target creature. * Savage Alliance deals 1 damage to each creature target opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1W Steadfast Cathar Creature -- Human Soldier Whenever this creature attacks, it gets +0/+2 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1W Steadfast Cathar Creature -- Human Soldier Whenever this creature attacks, it gets +0/+2 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
W Strength of Arms Instant Target creature gets +2/+2 until end of turn. If you control an Equipment, create a 1/1 white Human Soldier creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2 True-Faith Censer Artifact -- Equipment Equipped creature gets +1/+1 and has vigilance. As long as equipped creature is a Human, it gets an additional +1/+0. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	4R Vildin-Pack Outcast Creature -- Werewolf Horror Trample {R}: This creature gets +1/-1 until end of turn. {5}{R}{R}: Transform this creature. 4/4 ----- BACK FACE ----- Dronepack Kindred Creature -- Eldrazi Werewolf Trample {1}: This creature gets +1/+0 until end of turn. 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3R Voldaren Duelist Creature -- Vampire Warrior Haste When this creature enters, target creature can't block this turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bloodmad Vampire (2)(R) Creature -- Vampire Berserker Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Certain Death (5)(B) Sorcery Destroy target creature. Its controller loses 2 life and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chaplain's Blessing (W) Sorcery You gain 5 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution (1)(G)(G) Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ember-Eye Wolf (1)(R) Creature -- Wolf Haste {1}{R}: This creature gets +2/+0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Geist of the Lonely Vigil (1)(W) Creature -- Spirit Cleric Defender, flying Delirium -- This creature can attack as though it didn't have defender as long as there are four or more card types among cards in your graveyard. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Give No Ground (3)(W) Instant Target creature gets +2/+6 until end of turn and can block any number of creatures this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Give No Ground (3)(W) Instant Target creature gets +2/+6 until end of turn and can block any number of creatures this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmless Offering 2R Sorcery Target opponent gains control of target permanent you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ironwright's Cleansing 2W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Open the Armory 1W Sorcery Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Providence 5WW Sorcery You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, your life total becomes 26. Your life total becomes 26. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Reserves 3W Sorcery Create two 1/1 white Spirit creature tokens with flying. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Structural Distortion 3R Sorcery Exile target artifact or land. Structural Distortion deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Succumb to Temptation ①ⒷⒷ Instant You draw two cards and you lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thirsting Axe ③ Artifact -- Equipment Equipped creature gets +4/+0. At the beginning of your end step, if equipped creature didn't deal combat damage to a creature this turn, sacrifice it. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thraben Standard Bearer ①Ⓜ Creature -- Human Soldier {1}{W}, {T}, Discard a card: Create a 1/1 white Human Soldier creature token. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vessel of Malignity ①Ⓑ Enchantment {1}{B}, Sacrifice this enchantment: Target opponent exiles two cards from their hand. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev		