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| <div><div><div>Basri's Lieutenant</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Knight</div><div>Vigilance, protection from multicolored<br/>When this creature enters, put a +1/+1 counter on target creature you control.<br/>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.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Basri's Lieutenant</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Knight</div><div>Vigilance, protection from multicolored<br/>When this creature enters, put a +1/+1 counter on target creature you control.<br/>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.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Basri's Lieutenant</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Knight</div><div>Vigilance, protection from multicolored<br/>When this creature enters, put a +1/+1 counter on target creature you control.<br/>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.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Basri's Lieutenant</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Knight</div><div>Vigilance, protection from multicolored<br/>When this creature enters, put a +1/+1 counter on target creature you control.<br/>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.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div></div><div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                              | <div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div></div><div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                              | <div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div></div><div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                              | <div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div></div><div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                              |

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| <div>Castle Embereth</div> <div>Land</div> <div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fabled Passage</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fabled Passage</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>General's EnforcerWB</div> <div>Creature -- Human Soldier</div> <div>Legendary Humans you control have indestructible.<br/>{2}{W}{B}: Exile target card from a graveyard. If it was a creature card, create a 1/1 white Human Soldier creature token.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>(T): Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>(T): Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>(T): Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>(T): Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         |

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| <div><div><div>Judith, the Scourge Diva</div><div><div>1</div><div>B</div><div>R</div></div></div><div><div>Legendary Creature -- Human Shaman</div><div>Other creatures you control get +1/+0.<br/>Whenever a nontoken creature you control dies, Judith deals 1 damage to any target.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                             | <div><div><div>Judith, the Scourge Diva</div><div><div>1</div><div>B</div><div>R</div></div></div><div><div>Legendary Creature -- Human Shaman</div><div>Other creatures you control get +1/+0.<br/>Whenever a nontoken creature you control dies, Judith deals 1 damage to any target.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                             | <div><div><div>Judith, the Scourge Diva</div><div><div>1</div><div>B</div><div>R</div></div></div><div><div>Legendary Creature -- Human Shaman</div><div>Other creatures you control get +1/+0.<br/>Whenever a nontoken creature you control dies, Judith deals 1 damage to any target.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                              | <div><div><div>Kitesail Freebooter</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Human Pirate</div><div>Flying<br/>When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>       |
| <div><div><div>Kitesail Freebooter</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Human Pirate</div><div>Flying<br/>When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Kitesail Freebooter</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Human Pirate</div><div>Flying<br/>When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Knight of the Ebon Legion</div><div><div>B</div></div></div><div><div>Creature -- Vampire Knight</div><div>{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Lazotep Reaver</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Zombie Beast</div><div>When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Lazotep Reaver</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Zombie Beast</div><div>When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lazotep Reaver</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Zombie Beast</div><div>When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |
| <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                          | <div><div>Raise the Alarm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Create two 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div>Raise the Alarm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Create two 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raise the Alarm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Create two 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ② W

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains

((T): Add {R} or {W}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains Swamp

(**{T}**: Add **{R}**, **{W}**, or **{B}**.)  
This land enters tapped.  
Cycling **{3}** (**{3}**, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains Swamp

(T: Add {R}, {W}, or {B}.)  
This land enters tapped.  
Cycling {3} ({3}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains Swamp

({T}: Add {R}, {W}, or {B}.)  
 This land enters tapped.  
 Cycling {3} ({3}, Discard this card:  
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 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.

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| <p><b>Savai Triome</b></p> <p>Land -- Mountain Plains Swamp</p> <p>{T}: Add {R}, {W}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                | <p><b>Selfless Savior</b> (W)</p> <p>Creature -- Dog</p> <p>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Selfless Savior</b> (W)</p> <p>Creature -- Dog</p> <p>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                     | <p><b>Selfless Savior</b> (W)</p> <p>Creature -- Dog</p> <p>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Selfless Savior</b> (W)</p> <p>Creature -- Dog</p> <p>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Swamp</b></p> <p>Basic Land -- Swamp</p> <p>{T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                      | <p><b>Tajic, Legion's Edge</b> (1)(R)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Haste<br/>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br/>Prevent all noncombat damage that would be dealt to other creatures you control.<br/>{R}{W}: Tajic gains first strike until end of turn.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Temple of Silence</b></p> <p>Land</p> <p>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {W} or {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                      |

## Land

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Creature -- Elephant Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)  
When this creature enters, put a +1/+1 counter on each creature that convoked it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Creature -- Elephant Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Creature -- Elephant Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)  
When this creature enters, put a +1/+1 counter on each creature that convoked it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R W

Legendary Creature -- Human Warrior

Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R W

Legendary Creature -- Human Warrior

Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③④

Legendary Creature -- Human Warrior

Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Winota, Joiner of Forces</b> (2)(R)(W)<br>Legendary Creature -- Human Warrior<br>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Woe Strider</b> (2)(B)<br>Creature -- Horror<br>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Woe Strider</b> (2)(B)<br>Creature -- Horror<br>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Woe Strider</b> (2)(B)<br>Creature -- Horror<br>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Blightbeetle</b> (1)(B)<br>Creature -- Insect<br>Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.) Creatures your opponents control can't have +1/+1 counters put on them.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 | <b>Blightbeetle</b> (1)(B)<br>Creature -- Insect<br>Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.) Creatures your opponents control can't have +1/+1 counters put on them.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                            | <b>Despark</b> (W)(B)<br>Instant<br>Exile target permanent with mana value 4 or greater.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                            | <b>Devout Decree</b> (1)(W)<br>Sorcery<br>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                           |

Playtest cards - duofanel - Standard (Standard Challenge)

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

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| <div> <div>Devout Decree<span>1W</span></div> <div>Sorcery</div> <div> <p>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                          | <div> <div>Eliminate<span>1B</span></div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker with mana value 3 or less.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                  | <div> <div>General Kudro of Drannith<span>1WB</span></div> <div>Legendary Creature -- Human Soldier</div> <div> <p>Other Humans you control get +1/+1. Whenever General Kudro or another Human you control enters, exile target card from an opponent's graveyard. {2}, Sacrifice two Humans: Destroy target creature with power 4 or greater.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                          | <div> <div>General's Enforcer<span>WB</span></div> <div>Creature -- Human Soldier</div> <div> <p>Legendary Humans you control have indestructible. {2}{W}{B}: Exile target card from a graveyard. If it was a creature card, create a 1/1 white Human Soldier creature token.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>          |
| <div> <div>Giant Killer<span>W</span></div> <div>Creature -- Human Peasant</div> <div> <p>{1}{W}, {T}: Tap target creature.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>----- ADVENTURE -----</div> <div> <div>Chop Down<span>2W</span></div> <div>Instant -- Adventure</div> <div> <p>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Jegantha, the Wellspring<span>4R/G</span></div> <div>Legendary Creature -- Elemental Elk</div> <div> <p>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.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kenrith, the Returned King<span>4W</span></div> <div>Legendary Creature -- Human Noble</div> <div> <p>{R}: All creatures gain trample and haste until end of turn. {1}{G}: Put a +1/+1 counter on target creature. {2}{W}: Target player gains 5 life. {3}{U}: Target player draws a card. {4}{B}: Put target creature card from a graveyard onto the battlefield under its owner's control.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kitesail Freebooter<span>1B</span></div> <div>Creature -- Human Pirate</div> <div> <p>Flying<br/>When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - duofanel - Standard (Standard Challenge)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> Legion Warboss <div> 2 R </div> </div> <div> Creature -- Goblin Soldier </div> <div> Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br/> At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Legion Warboss <div> 2 R </div> </div> <div> Creature -- Goblin Soldier </div> <div> Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br/> At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Noxious Grasp <div> 1 B </div> </div> <div> Instant </div> <div> Destroy target creature or planeswalker that's green or white. You gain 1 life. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
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