

Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	General's EnforcerWB Creature -- Human Soldier 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Judith, the Scourge Diva (1)(B)(R) Legendary Creature -- Human Shaman Other creatures you control get +1/+0. Whenever a nontoken creature you control dies, Judith deals 1 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Judith, the Scourge Diva (1)(B)(R) Legendary Creature -- Human Shaman Other creatures you control get +1/+0. Whenever a nontoken creature you control dies, Judith deals 1 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Judith, the Scourge Diva (1)(B)(R) Legendary Creature -- Human Shaman Other creatures you control get +1/+0. Whenever a nontoken creature you control dies, Judith deals 1 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Ebon Legion (B) Creature -- Vampire Knight {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.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lazotep Reaver (1)(B) Creature -- Zombie Beast 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.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Falcon_ - 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;
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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Lazotep Reaper 1 B Creature -- Zombie Beast 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.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lazotep Reaper 1 B Creature -- Zombie Beast 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.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① 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.

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($\{T\}$: 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.)

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

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This land enters tapped.
Cycling $\{3\}$ ($\{3\}$, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Dog

Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

1/1

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1/1

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Basic Land -- Swamp

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

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① R W

Legendary Creature -- Human Soldier

Haste
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
Prevent all noncombat damage that would be dealt to other creatures you control.
{R}{W}: Tajic gains first strike until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 {W} or {B}.

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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.

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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.

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2 R W

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2 R W

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Blightbeetle 1B Creature -- Insect 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devout Decree 1W Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devout Decree 1W Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eliminate 1B Instant Destroy target creature or planeswalker with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
General's Enforcer WB Creature -- Human Soldier 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. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kenrith, the Returned King 4W Legendary Creature -- Human Noble {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. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitesail Freebooter 1B Creature -- Human Pirate Flying 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. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Warboss 2R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

② ③

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
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.

[sidebar]

2/2

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① ② B

Destroy target creature or planeswalker that's green or white. You gain 1 life.

[sideboard]

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sidebar]

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