

Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Luminarch Aspirant 1W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminarch Aspirant 1W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminarch Aspirant 1W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminarch Aspirant 1W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lurrus of the Dream-Den 1W/BW/B Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den 1W/BW/B Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maul of the Skyclaves 2W 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maul of the Skyclaves 2W 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - _Cygnum - 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 3/10 - 8 cards - 2.5 x 3.5 in each

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 4/10 - 8 cards - 2.5 x 3.5 in each

Selfless Savior 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - _Cygnus - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Archon

Flying
Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.)
Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Archon

Flying
Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.)
Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Archon

Flying
Each player can't cast more than one
spell each turn.
Nonbasic lands your opponents
control enter tapped.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Emeria (2)(W) Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emeria (2)(W) Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 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. [sideboard] 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. [sideboard] 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket (1)(W) Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket (1)(W) Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket (1)(W) Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Cauldron 1 Artifact {3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Cauldron 1 Artifact {3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	