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| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              |
| <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Ao, the Dawn Sky</b> <span>3</span><span>W</span><span>W</span> </div> <div>           Legendary Creature -- Dragon Spirit         </div> <div> <p>Flying, vigilance</p> <p>When Ao dies, choose one --</p> <p>* Look at the top seven cards of your library. Put any number of nonland permanent cards with total mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</p> <p>* Put two +1/+1 counters on each permanent you control that's a creature or Vehicle.</p> </div> <div> <div>5/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Ao, the Dawn Sky</b> <span>3</span><span>W</span><span>W</span> </div> <div>           Legendary Creature -- Dragon Spirit         </div> <div> <p>Flying, vigilance</p> <p>When Ao dies, choose one --</p> <p>* Look at the top seven cards of your library. Put any number of nonland permanent cards with total mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</p> <p>* Put two +1/+1 counters on each permanent you control that's a creature or Vehicle.</p> </div> <div> <div>5/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Cathar Commando</b> <span>1</span><span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div> <p>Flash</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                               | <div> <b>Cathar Commando</b> <span>1</span><span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div> <p>Flash</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                               |
| <div> <b>Caves of Koilos</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                      | <div> <b>Dennick, Pious Apprentice</b> <span>W</span><span>U</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Lifelink</p> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                  | <div> <b>Dennick, Pious Apprentice</b> <span>W</span><span>U</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Lifelink</p> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                     | <div> <b>Dennick, Pious Apprentice</b> <span>W</span><span>U</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Lifelink</p> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                     |
| <div> <b>Dennick, Pious Apparition</b> </div> <div>           Legendary Creature -- Spirit Soldier         </div> <div> <p>Flying</p> <p>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                              | <div> <b>Dennick, Pious Apparition</b> </div> <div>           Legendary Creature -- Spirit Soldier         </div> <div> <p>Flying</p> <p>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                              | <div> <b>Dennick, Pious Apparition</b> </div> <div>           Legendary Creature -- Spirit Soldier         </div> <div> <p>Flying</p> <p>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Dennick, Pious Apparition</b> </div> <div>           Legendary Creature -- Spirit Soldier         </div> <div> <p>Flying</p> <p>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

Playtest cards - kasa - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Dennick, Pious Apprentice</b> <span>WU</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Lifelink</p> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>2/3</div> <div> <div>-----</div> <div>BACK FACE</div> </div> </div> <div> <b>Dennick, Pious Apparition</b> </div> <div>           Legendary Creature -- Spirit Soldier         </div> <div> <p>Flying</p> <p>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Deserted Beach</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                | <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                   | <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                   |
| <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ertai Resurrected</b> <span>2UB</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div> <p>Flash</p> <p>When Ertai Resurrected enters, choose up to one --</p> <ul style="list-style-type: none"> <li>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.</li> <li>* Destroy another target creature or planeswalker. Its controller draws a card.</li> </ul> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ertai Resurrected</b> <span>2UB</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div> <p>Flash</p> <p>When Ertai Resurrected enters, choose up to one --</p> <ul style="list-style-type: none"> <li>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.</li> <li>* Destroy another target creature or planeswalker. Its controller draws a card.</li> </ul> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

#### Playtest cards - kasa - 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

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| <div> <div>Malevolent Hermit1U</div> <div>Creature -- Human Wizard</div> <div> {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.<br/> Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) </div> <div>2/1</div> <div> <div>BACK FACE</div> </div> <div>Benevolent Geist</div> <div>Creature -- Spirit Wizard</div> <div> Flying<br/> Noncreature spells you control can't be countered.<br/> If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Malevolent Hermit1U</div> <div>Creature -- Human Wizard</div> <div> {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.<br/> Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) </div> <div>2/1</div> <div> <div>BACK FACE</div> </div> <div>Benevolent Geist</div> <div>Creature -- Spirit Wizard</div> <div> Flying<br/> Noncreature spells you control can't be countered.<br/> If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Obscura Interceptor1WUB</div> <div>Creature -- Octopus Wizard</div> <div> Flash<br/> Lifelink<br/> When this creature enters, it connives. When it connives this way, return up to one target spell to its owner's hand. (To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.) </div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Obscura Interceptor1WUB</div> <div>Creature -- Octopus Wizard</div> <div> Flash<br/> Lifelink<br/> When this creature enters, it connives. When it connives this way, return up to one target spell to its owner's hand. (To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.) </div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Obscura Interceptor1WUB</div> <div>Creature -- Octopus Wizard</div> <div> Flash<br/> Lifelink<br/> When this creature enters, it connives. When it connives this way, return up to one target spell to its owner's hand. (To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.) </div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                             | <div> <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div> {T}: Add {U}.<br/> Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                  | <div> <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div> {T}: Add {U}.<br/> Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                      | <div> <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div> {T}: Add {U}.<br/> Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                      |

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plaza of Heroes

Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plaza of Heroes

Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plaza of Heroes

Land

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 {3}, {T}, Exile this land: Target  
 legendary creature gains hexproof  
 and indestructible until end of  
 turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine, Scheming Seer (W)(U)(B)

Legendary Creature -- Sphinx Demon

Flying, ward {1}  
Whenever you attack, target attacking creature convines X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

**1/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine, Scheming Seer (W)(U)(B)

Legendary Creature -- Sphinx Demon

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div><div>({T}: Add {W}, {U}, or {B}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div><div>({T}: Add {W}, {U}, or {B}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div><div>({T}: Add {W}, {U}, or {B}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div><div>({T}: Add {W}, {U}, or {B}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Shattered Sanctum</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Shattered Sanctum</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Shattered Sanctum</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Shipwreck Marsh</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {U} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |

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| <div> <div>Shipwreck Marsh</div> <div>Land</div> <div> This land enters tapped unless you control two or more other lands.<br/> {T}: Add {U} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                | <div> <div>Shipwreck Marsh</div> <div>Land</div> <div> This land enters tapped unless you control two or more other lands.<br/> {T}: Add {U} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                         | <div> <div>Shipwreck Marsh</div> <div>Land</div> <div> This land enters tapped unless you control two or more other lands.<br/> {T}: Add {U} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                         | <div> <div>Spectral Adversary 1U</div> <div>Creature -- Spirit</div> <div> Flash<br/> Flying<br/> When this creature enters, you may pay {1}{U} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then up to that many other target artifacts, creatures, and/or enchantments phase out. </div> <div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div> {T}: Add {B}.<br/> Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div> First strike<br/> Noncreature spells cost {1} more to cast. </div> <div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div> First strike<br/> Noncreature spells cost {1} more to cast. </div> <div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div> First strike<br/> Noncreature spells cost {1} more to cast. </div> <div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                     |

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| <div>Thalia, Guardian of Thraben (1)(W)</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toluz, Clever Conductor (W/U)(U)(U/B)</div> <div>Legendary Creature -- Human Rogue</div> <div>When Toluz enters, it connives.<br/>(Draw a card, then discard a card.<br/>If you discarded a nonland card, put a +1/+1 counter on this creature.)<br/>Whenever you discard one or more cards, exile them from your graveyard.<br/>When Toluz dies, put the cards exiled with it into their owner's hand.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toluz, Clever Conductor (W/U)(U)(U/B)</div> <div>Legendary Creature -- Human Rogue</div> <div>When Toluz enters, it connives.<br/>(Draw a card, then discard a card.<br/>If you discarded a nonland card, put a +1/+1 counter on this creature.)<br/>Whenever you discard one or more cards, exile them from your graveyard.<br/>When Toluz dies, put the cards exiled with it into their owner's hand.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toluz, Clever Conductor (W/U)(U)(U/B)</div> <div>Legendary Creature -- Human Rogue</div> <div>When Toluz enters, it connives.<br/>(Draw a card, then discard a card.<br/>If you discarded a nonland card, put a +1/+1 counter on this creature.)<br/>Whenever you discard one or more cards, exile them from your graveyard.<br/>When Toluz dies, put the cards exiled with it into their owner's hand.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Destroy Evil (1)(W)</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    | <div>Destroy Evil (1)(W)</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    |

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| <b>Destroy Evil</b> (1)(W)<br>Instant<br>Choose one --<br>* Destroy target creature with toughness 4 or greater.<br>* Destroy target enchantment.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                       | <b>Destroy Evil</b> (1)(W)<br>Instant<br>Choose one --<br>* Destroy target creature with toughness 4 or greater.<br>* Destroy target enchantment.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                       | <b>Disdainful Stroke</b> (1)(U)<br>Instant<br>Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                   | <b>Disdainful Stroke</b> (1)(U)<br>Instant<br>Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                |
| <b>Knockout Blow</b> (2)(W)<br>Instant<br>This spell costs {2} less to cast if it targets a red creature.<br>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Knockout Blow</b> (2)(W)<br>Instant<br>This spell costs {2} less to cast if it targets a red creature.<br>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Hermit</b> (1)(U)<br>Creature -- Human Wizard<br>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.<br>Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)<br><br>[sideboard]<br><div>2/1</div> <div>--- BACK FACE ---</div> <b>Benevolent Geist</b><br>Creature -- Spirit Wizard<br>Flying<br>Noncreature spells you control can't be countered.<br>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.<br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nimble Larcenist</b> (W)(U)(B)<br>Creature -- Bird Rogue<br>Flying<br>When this creature enters, target opponent reveals their hand. You choose an artifact, instant, or sorcery card from it and exile that card.<br><br>[sideboard]<br><div>2/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

### Obscura Interceptor ①②③④

Creature -- Octopus Wizard

Flash  
Lifelink  
When this creature enters, it  
connives. When it connives this way,  
return up to one target spell to its  
owner's hand. (To have a creature  
connive, draw a card, then discard a  
card. If you discarded a nonland  
card, put a +1/+1 counter on that  
creature.)

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### The Wandering Emperor ②③④

Legendary Planeswalker

Flash  
As long as The Wandering Emperor  
entered this turn, you may activate  
her loyalty abilities any time you  
could cast an instant.  
[+1]: Put a +1/+1 counter on up to  
one target creature. It gains first  
strike until end of turn.  
[-1]: Create a 2/2 white Samurai  
creature token with vigilance.  
[-2]: Exile target tapped creature.  
You gain 2 life.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### The Wandering Emperor ②③④

Legendary Planeswalker

Flash  
As long as The Wandering Emperor  
entered this turn, you may activate  
her loyalty abilities any time you  
could cast an instant.  
[+1]: Put a +1/+1 counter on up to  
one target creature. It gains first  
strike until end of turn.  
[-1]: Create a 2/2 white Samurai  
creature token with vigilance.  
[-2]: Exile target tapped creature.  
You gain 2 life.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kasa - 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 10/10 - 3 cards - 2.5 x 3.5 in each