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| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{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}.</div> <div>{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}.</div> <div>{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 Cathar1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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 Cathar1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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 Cathar1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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 Cathar1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                             |



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| <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> <div></div> <div></div> <div></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>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> <div></div> <div></div> <div></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>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>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>Destroy Evil</b> <span>1</span><span>W</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with toughness 4 or greater.</li> <li>* Destroy target enchantment.</li> </ul> </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> |

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| <div> <b>Ertai Resurrected</b> <span>2UB</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div>           Flash<br/>           When Ertai Resurrected enters, choose up to one --<br/>           * Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>           * Destroy another target creature or planeswalker. Its controller draws a card.         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>        | <div> <b>Ertai Resurrected</b> <span>2UB</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div>           Flash<br/>           When Ertai Resurrected enters, choose up to one --<br/>           * Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>           * Destroy another target creature or planeswalker. Its controller draws a card.         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>        | <div> <b>Ertai Resurrected</b> <span>2UB</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div>           Flash<br/>           When Ertai Resurrected enters, choose up to one --<br/>           * Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>           * Destroy another target creature or planeswalker. Its controller draws a card.         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>        | <div> <b>Fateful Absence</b> <span>1W</span> </div> <div>           Instant         </div> <div>           Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                         |
| <div> <b>Obscura Interceptor</b> <span>1WUB</span> </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> <div>3/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Obscura Interceptor</b> <span>1WUB</span> </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> <div>3/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Obscura Interceptor</b> <span>1WUB</span> </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> <div>3/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Otawara, Soaring City</b> </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> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <p><b>Otakara, Soaring City</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                 | <p><b>Plaza of Heroes</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.<br/>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                       | <p><b>Plaza of Heroes</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.<br/>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                       | <p><b>Plaza of Heroes</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.<br/>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                       |
| <p><b>Raffine, Scheming Seer</b> (W)(U)(B)</p> <p>Legendary Creature -- Sphinx Demon</p> <p>Flying, ward {1}<br/>Whenever you attack, target attacking creature connives 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.)</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Raffine, Scheming Seer</b> (W)(U)(B)</p> <p>Legendary Creature -- Sphinx Demon</p> <p>Flying, ward {1}<br/>Whenever you attack, target attacking creature connives 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.)</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Raffine, Scheming Seer</b> (W)(U)(B)</p> <p>Legendary Creature -- Sphinx Demon</p> <p>Flying, ward {1}<br/>Whenever you attack, target attacking creature connives 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.)</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Raffine, Scheming Seer</b> (W)(U)(B)</p> <p>Legendary Creature -- Sphinx Demon</p> <p>Flying, ward {1}<br/>Whenever you attack, target attacking creature connives 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.)</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Deivmeh23 - Standard (Standard League)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Rona's Vortex</div><div>Instant</div><div>Kicker {2}{B} (You may pay an<br/>additional {2}{B} as you cast this<br/>spell.)<br/>Return target creature or<br/>planeswalker you don't control to<br/>its owner's hand. If this spell was<br/>kicked, put that permanent on the<br/>bottom of its owner's library<br/>instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         |

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| <div> Sheoldred, the Apocalypse 2B </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life. </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Tenacious Underdog 1B </div> <div> Creature -- Human Warrior </div> <div> Blitz--{2}{B}{B}, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card."<br/> Sacrifice it at the beginning of the next end step.)<br/> You may cast this card from your graveyard using its blitz ability. </div> <div> 3/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Tenacious Underdog 1B </div> <div> Creature -- Human Warrior </div> <div> Blitz--{2}{B}{B}, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card."<br/> Sacrifice it at the beginning of the next end step.)<br/> You may cast this card from your graveyard using its blitz ability. </div> <div> 3/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                |

**Playtest cards - Deivmeh23 - Standard (Standard League)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div> <b>Curse of Silence</b> <span>W</span> </div> <div> Enchantment -- Aura Curse </div> <div> <p>Enchant player</p> <p>As this Aura enters, choose a card name.</p> <p>Spells with the chosen name enchanted player casts cost {2} more to cast.</p> <p>Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Curse of Silence</b> <span>W</span> </div> <div> Enchantment -- Aura Curse </div> <div> <p>Enchant player</p> <p>As this Aura enters, choose a card name.</p> <p>Spells with the chosen name enchanted player casts cost {2} more to cast.</p> <p>Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Cut Down</b> <span>B</span> </div> <div> Instant </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                             | <div> <b>Destroy Evil</b> <span>1W</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <p>* Destroy target creature with toughness 4 or greater.</p> <p>* Destroy target enchantment.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                  |
| <div> <b>Graveyard Trespasser</b> <span>2B</span> </div> <div> Creature -- Human Werewolf </div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> <div>3/3</div> <p>----- BACK FACE -----</p> <div> <b>Graveyard Glutton</b> </div> <div> Creature -- Werewolf </div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <div>4/4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Graveyard Trespasser</b> <span>2B</span> </div> <div> Creature -- Human Werewolf </div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> <div>3/3</div> <p>----- BACK FACE -----</p> <div> <b>Graveyard Glutton</b> </div> <div> Creature -- Werewolf </div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <div>4/4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Rona's Vortex</b> <span>U</span> </div> <div> Instant </div> <div> <p>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)</p> <p>Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Sungold Sentinel</b> <span>1W</span> </div> <div> Creature -- Human Soldier </div> <div> <p>Whenever this creature enters or attacks, exile up to one target card from a graveyard.</p> <p>Coven -- {1}{W}: Choose a color.</p> <p>This creature gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.</p> <p>[sideboard]</p> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - Deivmeh23 - Standard (Standard League)

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><div>Void Rend</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Void Rend</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Void Rend</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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