

2 W W

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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W

{W}, {T}: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.

1/2

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① W W

Enchant creature
Enchanted creature gets +1/+1 for
each card in your hand.

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Creatures you control get +1/+1.

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If this land would enter, sacrifice a Plains instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.

{T}: Add {W}.

{1}{W}, {T}: Create a 1/1 white Soldier creature token.

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Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tencteri - Unknown format (Contraption 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 2/10 - 8 cards - 2.5 x 3.5 in each

Order of the White Shield (W)(W) Creature -- Human Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin en-Vec (1)(W)(W) Creature -- Human Knight First strike, protection from black and from red (This creature deals combat damage before creatures without first strike. It can't be blocked, targeted, dealt damage, or enchanted by anything black or red.) 2/2 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
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Silver Knight Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Knight Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Knight Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Monk Creature -- Soltari Monk Cleric Protection from black Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soltari Monk (W)(W) Creature -- Soltari Monk Cleric Protection from black Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soltari Monk (W)(W) Creature -- Soltari Monk Cleric Protection from black Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soltari Monk (W)(W) Creature -- Soltari Monk Cleric Protection from black Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soltari Priest (W)(W) Creature -- Soltari Cleric Protection from red Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Soul Warden Ⓢ Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Warden Ⓢ Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Warden Ⓢ Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Warden Ⓢ Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swords to Plowshares Ⓢ Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Ⓢ Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Ⓢ Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Ⓢ Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tithe Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Armageddon Sorcery Destroy all lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armageddon Sorcery Destroy all lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paladin en-Vec 1 W W Creature -- Human Knight First strike, protection from black and from red (This creature deals combat damage before creatures without first strike. It can't be blocked, targeted, dealt damage, or enchanted by anything black or red.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paladin en-Vec 1 W W Creature -- Human Knight First strike, protection from black and from red (This creature deals combat damage before creatures without first strike. It can't be blocked, targeted, dealt damage, or enchanted by anything black or red.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reprisal 1 W Instant Destroy target creature with power 4 or greater. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tariff 1 W Sorcery Each player sacrifices the creature they control with the greatest mana value unless they pay that creature's mana cost. If two or more creatures a player controls are tied for greatest, that player chooses one. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tariff 1 W Sorcery Each player sacrifices the creature they control with the greatest mana value unless they pay that creature's mana cost. If two or more creatures a player controls are tied for greatest, that player chooses one. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Knight W W Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	