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| <div> <b>Ajani's Pridemate</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Cat Soldier         </div> <div>           Whenever you gain life, put a +1/+1 counter on this creature.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                              | <div> <b>Ajani's Pridemate</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Cat Soldier         </div> <div>           Whenever you gain life, put a +1/+1 counter on this creature.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                  | <div> <b>Ajani's Pridemate</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Cat Soldier         </div> <div>           Whenever you gain life, put a +1/+1 counter on this creature.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                  | <div> <b>Ajani's Pridemate</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Cat Soldier         </div> <div>           Whenever you gain life, put a +1/+1 counter on this creature.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                  |
| <div> <b>Basri, Tomorrow's Champion</b> <div> <div>W</div> </div> </div> <div>           Legendary Creature -- Human Knight         </div> <div>           {W}, {T}, Exert Basri: Create a 1/1 white Cat creature token with lifelink. (An exerted creature won't untap during your next untap step.) Cycling {2}{W} ({2}{W}), Discard this card: Draw a card.) When you cycle this card, Cats you control gain hexproof and indestructible until end of turn.         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Battle Menu</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Instant         </div> <div>           Choose one --           <ul style="list-style-type: none"> <li>* Attack -- Create a 2/2 white Knight creature token.</li> <li>* Ability -- Target creature gets +0/+4 until end of turn.</li> <li>* Magic -- Destroy target creature with power 4 or greater.</li> <li>* Item -- You gain 4 life.</li> </ul> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Battle Menu</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Instant         </div> <div>           Choose one --           <ul style="list-style-type: none"> <li>* Attack -- Create a 2/2 white Knight creature token.</li> <li>* Ability -- Target creature gets +0/+4 until end of turn.</li> <li>* Magic -- Destroy target creature with power 4 or greater.</li> <li>* Item -- You gain 4 life.</li> </ul> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Battle Menu</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Instant         </div> <div>           Choose one --           <ul style="list-style-type: none"> <li>* Attack -- Create a 2/2 white Knight creature token.</li> <li>* Ability -- Target creature gets +0/+4 until end of turn.</li> <li>* Magic -- Destroy target creature with power 4 or greater.</li> <li>* Item -- You gain 4 life.</li> </ul> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <p><b>Case of the Uneaten Feast</b> (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life.<br/>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Sacrifice this Case:<br/>Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                             | <p><b>Case of the Uneaten Feast</b> (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life.<br/>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Sacrifice this Case:<br/>Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                             | <p><b>Case of the Uneaten Feast</b> (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life.<br/>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Sacrifice this Case:<br/>Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     | <p><b>Case of the Uneaten Feast</b> (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life.<br/>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Sacrifice this Case:<br/>Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     |
| <p><b>Elspeth, Storm Slayer</b> (3)(W)(W)</p> <p>Legendary Planeswalker -- Elspeth</p> <p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br/>[+1]: Create a 1/1 white Soldier creature token.<br/>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br/>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Elspeth, Storm Slayer</b> (3)(W)(W)</p> <p>Legendary Planeswalker -- Elspeth</p> <p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br/>[+1]: Create a 1/1 white Soldier creature token.<br/>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br/>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Enduring Innocence</b> (1)(W)(W)</p> <p>Enchantment Creature -- Sheep Glimmer</p> <p>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Enduring Innocence</b> (1)(W)(W)</p> <p>Enchantment Creature -- Sheep Glimmer</p> <p>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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

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| <p><b>Enduring Innocence</b> (1)(W)(W)</p> <p>Enchantment Creature -- Sheep Glimmer</p> <p>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Enduring Innocence</b> (1)(W)(W)</p> <p>Enchantment Creature -- Sheep Glimmer</p> <p>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Essence Channeler</b> (1)(W)</p> <p>Creature -- Bat Cleric</p> <p>As long as you've lost life this turn, this creature has flying and vigilance.<br/>Whenever you gain life, put a +1/+1 counter on this creature.<br/>When this creature dies, put its counters on target creature you control.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Essence Channeler</b> (1)(W)</p> <p>Creature -- Bat Cleric</p> <p>As long as you've lost life this turn, this creature has flying and vigilance.<br/>Whenever you gain life, put a +1/+1 counter on this creature.<br/>When this creature dies, put its counters on target creature you control.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Essence Channeler</b> (1)(W)</p> <p>Creature -- Bat Cleric</p> <p>As long as you've lost life this turn, this creature has flying and vigilance.<br/>Whenever you gain life, put a +1/+1 counter on this creature.<br/>When this creature dies, put its counters on target creature you control.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                   | <p><b>Essence Channeler</b> (1)(W)</p> <p>Creature -- Bat Cleric</p> <p>As long as you've lost life this turn, this creature has flying and vigilance.<br/>Whenever you gain life, put a +1/+1 counter on this creature.<br/>When this creature dies, put its counters on target creature you control.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                   | <p><b>Exemplar of Light</b> (2)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>Whenever you gain life, put a +1/+1 counter on this creature.<br/>Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                               | <p><b>Exemplar of Light</b> (2)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>Whenever you gain life, put a +1/+1 counter on this creature.<br/>Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                               |

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| <div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               | <div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               | <div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               | <div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               |
| <div><div>Gloryheath Lynx<div>1W</div></div><div>Creature -- Cat Mount</div><div><div>Lifelink</div><div>Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.</div><div>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div></div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloryheath Lynx<div>1W</div></div><div>Creature -- Cat Mount</div><div><div>Lifelink</div><div>Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.</div><div>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div></div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloryheath Lynx<div>1W</div></div><div>Creature -- Cat Mount</div><div><div>Lifelink</div><div>Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.</div><div>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div></div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloryheath Lynx<div>1W</div></div><div>Creature -- Cat Mount</div><div><div>Lifelink</div><div>Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.</div><div>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div></div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Haliya, Guided by Light</b> ②Ⓜ<br>Legendary Creature -- Human Soldier<br>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.<br>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.<br>Warp {W} (You may cast this card from your hand for its warp cost.<br>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Haliya, Guided by Light</b> ②Ⓜ<br>Legendary Creature -- Human Soldier<br>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.<br>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.<br>Warp {W} (You may cast this card from your hand for its warp cost.<br>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Haliya, Guided by Light</b> ②Ⓜ<br>Legendary Creature -- Human Soldier<br>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.<br>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.<br>Warp {W} (You may cast this card from your hand for its warp cost.<br>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Haliya, Guided by Light</b> ②Ⓜ<br>Legendary Creature -- Human Soldier<br>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.<br>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.<br>Warp {W} (You may cast this card from your hand for its warp cost.<br>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Hinterland Sanctifier</b> Ⓜ<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                       | <b>Hinterland Sanctifier</b> Ⓜ<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                       | <b>Hinterland Sanctifier</b> Ⓜ<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                       | <b>Hinterland Sanctifier</b> Ⓜ<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                       |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                      | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                      | <div>Requisition RaidW</div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Destroy target artifact.<br/>+ {1} -- Destroy target enchantment.<br/>+ {1} -- Put a +1/+1 counter on each creature target player controls.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div>Requisition RaidW</div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Destroy target artifact.<br/>+ {1} -- Destroy target enchantment.<br/>+ {1} -- Put a +1/+1 counter on each creature target player controls.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 |
| <div>Aven Interrupter1WW</div> <div>Creature -- Bird Rogue</div> <div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Aven Interrupter1WW</div> <div>Creature -- Bird Rogue</div> <div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Aven Interrupter1WW</div> <div>Creature -- Bird Rogue</div> <div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Aven Interrupter1WW</div> <div>Creature -- Bird Rogue</div> <div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Devout Decree</div><div><div>1</div><div>W</div></div></div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Devout Decree</div><div><div>1</div><div>W</div></div></div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Ghost Vacuum</div><div><div>1</div></div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghost Vacuum</div><div><div>1</div></div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Glass Casket</div><div><div>1</div><div>W</div></div></div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><div>Requisition Raid</div><div><div>W</div></div></div><div>Sorcery</div><div>Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seam Rip</div><div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div><div>Seam Rip</div><div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  |

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| <div> <div> <b>Voice of Victory</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Bard         </div> <div>           Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Voice of Victory</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Bard         </div> <div>           Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Voice of Victory</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Bard         </div> <div>           Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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Playtest cards - tarkanmag - 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 10/10 - 3 cards - 2.5 x 3.5 in each