

Abandoned Air Temple Land This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bulwark Ox 1W Creature -- Ox Mount Whenever this creature attacks while saddled, put a +1/+1 counter on target creature. Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bulwark Ox 1W Creature -- Ox Mount Whenever this creature attacks while saddled, put a +1/+1 counter on target creature. Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bulwark Ox 1W Creature -- Ox Mount Whenever this creature attacks while saddled, put a +1/+1 counter on target creature. Sacrifice this creature: Creatures you control with counters on them gain hexproof and indestructible until end of turn. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Silenko, Artem - Standard (Standard Store ?hampionship!)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

W

Gift a Food (You may promise an opponent a gift as you cast this spell. If you do, they create a Food token before its other effects. It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

Target creature you control gets +2/+2 until end of turn. If the gift was promised, that creature also gains indestructible until end of turn.

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Land

This land enters tapped unless you control a Swamp or a Mountain.

[T]: Add **[W]**.

[2]{W}, [T]: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Soldier

Whenever this creature attacks, you may pay {1}{W}. If you do, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)

2/1

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Land

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{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
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① W

Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.)
2+ | Other creatures you control get +1/+1.
12+ | Flying, lifelink

3/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Create a 2/1 green Spider creature token with reach.

II -- Put a +1/+1 counter on target creature you control. It becomes a legendary Spider Hero in addition to its other types.

III -- Target creature you control gains double strike until end of turn.

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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	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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Reluctant Role Model 1 W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reluctant Role Model 1 W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reluctant Role Model 1 W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reluctant Role Model 1 W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Snare 4 W Enchantment Flash This spell costs {1} less to cast for each attacking creature. When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Snare 4 W Enchantment Flash This spell costs {1} less to cast for each attacking creature. When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Sunstar Chaplain ①①W Creature -- Human Cleric At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunstar Chaplain ①①W Creature -- Human Cleric At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunstar Chaplain ①①W Creature -- Human Cleric At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunstar Chaplain ①①W Creature -- Human Cleric At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unidentified Hovership ①①WW Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unidentified Hovership ①①WW Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unidentified Hovership ①①WW Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unidentified Hovership ①①WW Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Veteran Survivor (W) Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Survivor (W) Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Survivor (W) Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Survivor (W) Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ajani, Caller of the Pride (1)(W)(W) Legendary Planeswalker -- Ajani [+1]: Put a +1/+1 counter on up to one target creature. [-3]: Target creature gains flying and double strike until end of turn. [-8]: Create X 2/2 white Cat creature tokens, where X is your life total. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani, Caller of the Pride (1)(W)(W) Legendary Planeswalker -- Ajani [+1]: Put a +1/+1 counter on up to one target creature. [-3]: Target creature gains flying and double strike until end of turn. [-8]: Create X 2/2 white Cat creature tokens, where X is your life total. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arachne, Psionic Weaver (2)(W) Legendary Creature -- Spider Human Hero Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.) As Arachne enters, look at an opponent's hand, then choose a card type other than creature. Spells of the chosen type cost {1} more to cast. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arachne, Psionic Weaver (2)(W) Legendary Creature -- Spider Human Hero Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.) As Arachne enters, look at an opponent's hand, then choose a card type other than creature. Spells of the chosen type cost {1} more to cast. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Devout Decree 1W Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devout Decree 1W Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dewdrop Cure 2W Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dewdrop Cure 2W Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Requisition Raid W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requisition Raid W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spectacular Spider-Man 1W Legendary Creature -- Spider Human Hero Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectacular Spider-Man 1W Legendary Creature -- Spider Human Hero Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up 1WW Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	