## Armored Armadillo (W)

Creature -- Armadillo

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Ethereal Armor (W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each enchantment you control and has first strike.

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**Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group E9A510 (Feather of Flight** sheet 1/10 - 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.

## Fear of Surveillance (1)(W)

Enchantment Creature -- Nightmare

Vigilance
Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Feather of Flight (1)(W)

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +1/+0 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Optimistic Scavenger (W)

Creature -- Human Scout

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group E9A510 (Feather of Flight** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Basic Land -- Plains

({T}: Add {W}.)

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**Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group E9A510 (Feather of Flight** sheet 5/10 - 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.

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Restoration Magic (W)

Instant

Tiered (Choose one additional cost.)
* Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn.
* Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life.
* Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Seam Rip (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

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## Shardmage's Rescue {W}

Enchantment -- Aura

Flash
Enchant creature you control
As long as this Aura entered this turn, enchanted creature has hexproof.
Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

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**Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group E9A510 (Feather of Flight** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Skyward Spider {W/U}{W/U}

Creature -- Spider Human Hero

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

**2/2**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Elite Interceptor {W}

Creature -- Human Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

**1/2**

- - - OTHER FACE - - -

## Rejoinder {1}{W}

Sorcery

You may tap or untap target creature. Draw a card.

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## Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grand Entryway {1}{W}

Enchantment -- Room

When you unlock this door, create a 1/1 white Glimmer enchantment creature token.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

[sideboard]

- - - RIGHT HALF - - -

## Elegant Rotunda {2}{W}

Enchantment -- Room

When you unlock this door, put a +1/+1 counter on each of up to two target creatures.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Origin of Spider-Man {1}{W}

Enchantment -- Saga

(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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sun-Blessed Healer {1}{W}

Creature -- Human Cleric

Kicker {1}{W} (You may pay an additional {1}{W} as you cast this spell.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
When this creature enters, if it was kicked, return target nonland permanent card with mana value 2 or less from your graveyard to the battlefield.

[sideboard]

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group E9A510 (Feather of Flight** sheet 9/10 - 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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[sideboard]

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Surgical Suite {1}{W}

Enchantment -- Room

When you unlock this door, return target creature card with mana value 3 or less from your graveyard to the battlefield. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

[sideboard]

- - - RIGHT HALF - - -

## Hospital Room {3}{W}

Enchantment -- Room

Whenever you attack, put a +1/+1 counter on target attacking creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group E9A510 (Feather of Flight** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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