

Aethersphere Harvester 3 Artifact -- Vehicle Flying When this Vehicle enters, you get {E}{E} (two energy counters). Pay {E}: This Vehicle gains lifelink until end of turn. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aethersphere Harvester 3 Artifact -- Vehicle Flying When this Vehicle enters, you get {E}{E} (two energy counters). Pay {E}: This Vehicle gains lifelink until end of turn. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dusk2WW Sorcery Destroy all creatures with power 3 or greater. ----- AFTERMATH HALF ----- Dawn3WW Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Return all creature cards with power 2 or less from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dusk2WW Sorcery Destroy all creatures with power 3 or greater. ----- AFTERMATH HALF ----- Dawn3WW Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Return all creature cards with power 2 or less from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gideon, Ally of Zendikar2WW Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon Blackblade1WW Legendary Planeswalker -- Gideon During your turn, Gideon Blackblade is a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to Gideon Blackblade during your turn. [+1]: Up to one other target creature you control gains your choice of vigilance, lifelink, or indestructible until end of turn. [-6]: Exile target nonland permanent. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon of the Trials1WW Legendary Planeswalker -- Gideon [+1]: Until your next turn, prevent all damage target permanent would deal. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon of the Trials1WW Legendary Planeswalker -- Gideon [+1]: Until your next turn, prevent all damage target permanent would deal. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gideon of the Trials ①ⓂⓂ Legendary Planeswalker -- Gideon [+1]: Until your next turn, prevent all damage target permanent would deal. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon of the Trials ①ⓂⓂ Legendary Planeswalker -- Gideon [+1]: Until your next turn, prevent all damage target permanent would deal. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk Ⓜ Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk Ⓜ Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① W

Flying, lifelink
Creatures entering or dying don't
cause abilities to trigger.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Flying
Creatures your opponents control
enter tapped.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying
Creatures your opponents control
enter tapped.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Flying
Creatures your opponents control
enter tapped.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Double strike, indestructible
Oketra can't attack or block unless
you control at least three other
creatures.
{3}{W}: Create a 1/1 white Warrior
creature token with vigilance.

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Petrify Enchantment -- Aura Enchant artifact or creature Enchanted permanent can't attack or block, and its activated abilities can't be activated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Dusk Sorcery Destroy all creatures with power 3 or greater. [sideboard] ----- - - - AFTERMATH HALF - - - Dawn Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Return all creature cards with power 2 or less from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remorseful Cleric Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remorseful Cleric Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remorseful Cleric Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Remorseful Cleric 1 W Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W 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 PLAY botbox.dev	Rest in Peace 1 W 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 PLAY botbox.dev	Rest in Peace 1 W 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 PLAY botbox.dev
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