

Ageless Guardian

Creature -- Spirit Soldier

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Warp

Instant

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Codie, Vociferous Codex ③

Legendary Artifact Creature -- Book Construct

	1/4
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Crackle with Power (X)(X)(X)(R)(R)

Sorcery

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Excavated Wall

Artifact Creature -- Wall

0/4

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Expe 1

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heated Debate

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heated Debate

Instant

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① ② R

{5}, Exile this card from your graveyard: Create a tapped 3/2 red and white Spirit creature token.

2/1

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Target creature gets +3/+2 until end of turn.

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(R) (W)

Magecraft -- Whenever you cast or copy an instant or sorcery spell, until end of turn, Spirit creatures you control gain "{T}: This creature deals 1 damage to each opponent."

2/2

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Land

This land enters tapped.
{T}: Add {R} or {W}.
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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① (R/W) (R/W)

First strike
Magecraft -- Whenever you cast or copy an instant or sorcery spell, this creature gets +1/+0 until end of turn.

2/2

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Target creature gets +1/+0 until end of turn. When that creature dies this turn, create a 3/2 red and white Spirit creature token.

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② ③

Flying
{0}: You may cast target instant or sorcery card from your graveyard this turn. If that spell doesn't target a creature you control, it costs {8} more to cast this way. If that spell would be put into your graveyard, exile it instead.
Activate only once each turn. (You still pay the spell's costs. Timing rules for the spell still apply.)

2/3

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Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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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Relic Sloth (3)(R)(W) Creature -- Sloth Beast Vigilance Menace (This creature can't be blocked except by two or more creatures.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rip Apart (R)(W) Sorcery Choose one -- * Rip Apart deals 3 damage to target creature or planeswalker. * Destroy target artifact or enchantment. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock (R) Instant Shock deals 2 damage to any target. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Star Pupil (W) Creature -- Human Wizard This creature enters with a +1/+1 counter on it. When this creature dies, put its counters on target creature you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stonebound Mentor (1)(R)(W) Creature -- Spirit Advisor Whenever one or more cards leave your graveyard, scry 1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonerise Spirit (1)(W) Creature -- Spirit Bird Flying {4}, Exile a card from your graveyard: Target creature gains flying until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sudden Breakthrough (1)(R) Instant Target creature gets +2/+0 and gains first strike until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tome Shredder (2)(R) Creature -- Wolf Haste {T}, Exile an instant or sorcery card from your graveyard: Put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Makey - Limited (Birthday Sealed Event: Strixhaven)

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 5/7 - 8 cards - 2.5 x 3.5 in each

Ageless Guardian 1W Creature -- Spirit Soldier [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expanded Anatomy 3 Sorcery -- Lesson Put two +1/+1 counters on target creature. It gains vigilance until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Illustrious Historian 1R Creature -- Human Shaman {5}, Exile this card from your graveyard: Create a tapped 3/2 red and white Spirit creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Introduction to Prophecy 3 Sorcery -- Lesson Scry 2, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Letter of Acceptance 3 Artifact {T}: Add one mana of any color. {2}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lorehold Campus Land This land enters tapped. {T}: Add {R} or {W}. {4}, {T}: 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	Make Your Mark R/W Instant Target creature gets +1/+0 until end of turn. When that creature dies this turn, create a 3/2 red and white Spirit creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reduce to Memory 1WW Sorcery -- Lesson Exile target nonland permanent. Its controller creates a 3/2 red and white Spirit creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spirit Summoning 1R/WR/W Sorcery -- Lesson Create a 3/2 red and white Spirit creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Start from Scratch 2R Sorcery -- Lesson Choose one -- * Start from Scratch deals 1 damage to any target. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonerise Spirit 1W Creature -- Spirit Bird Flying {4}, Exile a card from your graveyard: Target creature gains flying until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Team Pennant 1 Artifact -- Equipment Equipped creature gets +1/+1 and has vigilance and trample. Equip creature token {1} Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thrill of Possibility 1R Instant As an additional cost to cast this spell, discard a card. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			