

Anafenza, Kin-Tree Spirit (W)(W) Legendary Creature -- Spirit Soldier Whenever another nontoken creature you control enters, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel of Tithes (1)(W)(W)(W) Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel of Tithes (1)(W)(W)(W) Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel of Tithes (1)(W)(W)(W) Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Consul's Lieutenant (W)(W) Creature -- Human Soldier First strike Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) Whenever this creature attacks, if it's renowned, other attacking creatures you control get +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consul's Lieutenant (W)(W) Creature -- Human Soldier First strike Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) Whenever this creature attacks, if it's renowned, other attacking creatures you control get +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consul's Lieutenant (W)(W) Creature -- Human Soldier First strike Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) Whenever this creature attacks, if it's renowned, other attacking creatures you control get +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consul's Lieutenant (W)(W) Creature -- Human Soldier First strike Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) Whenever this creature attacks, if it's renowned, other attacking creatures you control get +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Protection from Dragons
This creature can block Dragons as though it had reach.

2/1

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2 W W

[+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 PLAY botbox.dev

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Gideon, Ally of Zendikar (2)(W)(W) 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 PLAY botbox.dev	Gideon, Ally of Zendikar (2)(W)(W) 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 PLAY botbox.dev	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - JohnnyHotSauce - Standard (Standard Daily Swiss)

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Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Woe-Reaper W Creature -- Human Warrior Whenever this creature or another Warrior you control enters, you may exile target creature card from a graveyard. If you do, you gain 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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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Silkwrap Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silkwrap Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silkwrap Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Snare Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mastery of the Unseen 1 W Enchantment Whenever a permanent you control is turned face up, you gain 1 life for each creature you control. {3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

Create X 1/1 white Warrior creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target black or red creature that's attacking or blocking. You gain 2 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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