

Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Declaration in Stone (1)(W) Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.	Dromoka's Command (G)(W) Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control.	Dromoka's Command (G)(W) Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control.	Dromoka's Command (G)(W) Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control.
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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar 2WW 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 2WW 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 2WW 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
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Playtest cards - u_mad_bro - Standard (Standard PTQ Finals)

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 5/10 - 8 cards - 2.5 x 3.5 in each

G

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

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

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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	Secure the Wastes Instant Create X 1/1 white Warrior creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secure the Wastes Instant Create X 1/1 white Warrior creature tokens. 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	Sylvan Advocate Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Advocate Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Advocate Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Advocate ①⑥ Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. ORMENDAPRINCE Legendary Creature -- Demon Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. ORMENDAPRINCE Legendary Creature -- Demon Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. ORMENDAPRINCE Legendary Creature -- Demon Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Angelic Purge ②W Sorcery As an additional cost to cast this spell, sacrifice a permanent. Exile target artifact, creature, or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angelic Purge ②W Sorcery As an additional cost to cast this spell, sacrifice a permanent. Exile target artifact, creature, or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clip Wings ①⑥ Instant Each opponent sacrifices a creature of their choice with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clip Wings ①⑥ Instant Each opponent sacrifices a creature of their choice with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den Protector 1 G Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den Protector 1 G Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den Protector 1 G Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolutionary Leap 1 G Enchantment {G}, Sacrifice a creature: Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Silkwrap 1 W 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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