

Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Guidemother Creature -- Faerie Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Guidemother Creature -- Faerie Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Guidemother Creature -- Faerie Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gift of the Fae Sorcery -- Adventure Target creature gets +2/+1 and gains flying until end of turn. (Then exile this card. You may cast the creature later from exile.) 1W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of the Fae Sorcery -- Adventure Target creature gets +2/+1 and gains flying until end of turn. (Then exile this card. You may cast the creature later from exile.) 1W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of the Fae Sorcery -- Adventure Target creature gets +2/+1 and gains flying until end of turn. (Then exile this card. You may cast the creature later from exile.) 1W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of the Fae Sorcery -- Adventure Target creature gets +2/+1 and gains flying until end of turn. (Then exile this card. You may cast the creature later from exile.) 1W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Guidemother Creature -- Faerie Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ADVENTURE Chop Down Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hanged Executioner Creature -- Spirit Flying When this creature enters, create a 1/1 white Spirit creature token with flying. {3}{W}, Exile this creature: Exile target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hanged Executioner Creature -- Spirit Flying When this creature enters, create a 1/1 white Spirit creature token with flying. {3}{W}, Exile this creature: Exile target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hanged Executioner Creature -- Spirit Flying When this creature enters, create a 1/1 white Spirit creature token with flying. {3}{W}, Exile this creature: Exile target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Healer's Hawk W 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	Hunted Witness W Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunted Witness W Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunted Witness W Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hunted Witness W Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Law-Rune Enforcer W Creature -- Human Soldier {1}, {T}: Tap target creature with mana value 2 or greater. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Law-Rune Enforcer W Creature -- Human Soldier {1}, {T}: Tap target creature with mana value 2 or greater. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Law-Rune Enforcer W Creature -- Human Soldier {1}, {T}: Tap target creature with mana value 2 or greater. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Never_DidntHaveIt - Standard (Standard Challenge)

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

W

{1}, {T}: Tap target creature with mana value 2 or greater.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying
This creature can't attack or block
alone.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying
This creature can't attack or block
alone.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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W

Flying
This creature can't attack or block
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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	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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Raise the Alarm

① W

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Alarm

① W

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rally of Wings

①②

Instant

Untap all creatures you control.
Creatures you control with flying
get +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rally of Wings

①②

Instant

Untap all creatures you control. Creatures you control with flying get +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbreakable Formation (2)(W)

②②

Instant

Creatures you control gain indestructible until end of turn.

Addendum -- If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbreakable Formation (2)(W)

②③

Instant

Creatures you control gain indestructible until end of turn. Addendum -- If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbreakable Formation (2)(W)

②⑤

Instant

Creatures you control gain indestructible until end of turn.

Addendum -- If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

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Unbreakable Formation (2)(W)

②③

Instant

Creatures you control gain indestructible until end of turn.
Addendum -- If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

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Venerated Loxodon (4)(W) Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Loxodon (4)(W) Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Loxodon (4)(W) Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Loxodon (4)(W) Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gideon Blackblade (1)(W)(W) 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. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon Blackblade (1)(W)(W) 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. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon Blackblade (1)(W)(W) 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. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon Blackblade (1)(W)(W) 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. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithe Taker 1 W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Taker 1 W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tomik, Distinguished Advokist W W Legendary Creature -- Human Advisor Flying Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control. Your opponents can't play land cards from graveyards. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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