

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Garrison Cat Ⓢ Creature -- Cat When this creature dies, create a 1/1 white Human Soldier creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garrison Cat Ⓢ Creature -- Cat When this creature dies, create a 1/1 white Human Soldier creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garrison Cat Ⓢ Creature -- Cat When this creature dies, create a 1/1 white Human Soldier creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garrison Cat Ⓢ Creature -- Cat When this creature dies, create a 1/1 white Human Soldier creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W 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 PLAYbotbox.dev	Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W 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 PLAYbotbox.dev	Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W 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 PLAYbotbox.dev	Giant Killer W Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ----- ADVENTURE ----- Chop Down 2W 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 PLAYbotbox.dev
Glorious Anthem 1WW Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glorious Anthem 1WW Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glorious Anthem 1WW Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glorious Anthem 1WW Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Heraldic Banner 3 Artifact As this artifact enters, choose a color. Creatures you control of the chosen color get +1/+0. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heraldic Banner 3 Artifact As this artifact enters, choose a color. Creatures you control of the chosen color get +1/+0. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heraldic Banner 3 Artifact As this artifact enters, choose a color. Creatures you control of the chosen color get +1/+0. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heraldic Banner 3 Artifact As this artifact enters, choose a color. Creatures you control of the chosen color get +1/+0. {T}: Add one mana of the chosen color. 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

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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Playtest cards - petomartinez - Standard (Standard Challenge) sheet 6/10 - 8 cards - 2.5 x 3.5 in each
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.

W

Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

1/1

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W

When this creature dies, put a +1/+1 counter on target Knight you control.

2/1

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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
Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devout Decree (1)(W) Sorcery Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devout Decree (1)(W) Sorcery Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Unbreakable Formation 2W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unbreakable Formation 2W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unbreakable Formation 2W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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