

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

Hunted Witness Ⓜ Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunted Witness Ⓜ Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunted Witness Ⓜ Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunted Witness Ⓜ Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 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	Plains Basic Land -- Plains {T}: Add {W}. 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	Raise the Alarm1W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Alarm1W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Alarm1W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

① ② W

Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

① ② W

Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

① W

Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

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.)

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1/1

W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

Selfless Savior W Creature -- Dog 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bolov0 - 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 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
Conclave Tribunal (3)(W) Enchantment 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 enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Tribunal (3)(W) Enchantment 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 enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [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	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	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
Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] 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 PLAY botbox.dev

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