

Archpriest of Iona (W) Creature -- Human Cleric Archpriest of Iona's power is equal to the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn. * / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archpriest of Iona (W) Creature -- Human Cleric Archpriest of Iona's power is equal to the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn. * / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archpriest of Iona (W) Creature -- Human Cleric Archpriest of Iona's power is equal to the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn. * / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archpriest of Iona (W) Creature -- Human Cleric Archpriest of Iona's power is equal to the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn. * / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Barrin, Tolarian Archmage (1)(U)(U) Legendary Creature -- Human Wizard When Barrin enters, return up to one other target creature or planeswalker to its owner's hand. At the beginning of your end step, if a permanent was put into your hand from the battlefield this turn, draw a card. 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barrin, Tolarian Archmage (1)(U)(U) Legendary Creature -- Human Wizard When Barrin enters, return up to one other target creature or planeswalker to its owner's hand. At the beginning of your end step, if a permanent was put into your hand from the battlefield this turn, draw a card. 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barrin, Tolarian Archmage (1)(U)(U) Legendary Creature -- Human Wizard When Barrin enters, return up to one other target creature or planeswalker to its owner's hand. At the beginning of your end step, if a permanent was put into your hand from the battlefield this turn, draw a card. 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Base Camp Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Cleric, Rogue, Warrior, or Wizard spell or to activate an ability of a Cleric, Rogue, Warrior, or Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Base Camp Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Cleric, Rogue, Warrior, or Wizard spell or to activate an ability of a Cleric, Rogue, Warrior, or Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Base Camp Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Cleric, Rogue, Warrior, or Wizard spell or to activate an ability of a Cleric, Rogue, Warrior, or Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Base Camp Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Cleric, Rogue, Warrior, or Wizard spell or to activate an ability of a Cleric, Rogue, Warrior, or Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Cleric of Life's Bond (W)(B) Creature -- Vampire Cleric Whenever another Cleric you control enters, you gain 1 life. Whenever you gain life for the first time each turn, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cleric of Life's Bond (W)(B) Creature -- Vampire Cleric Whenever another Cleric you control enters, you gain 1 life. Whenever you gain life for the first time each turn, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coveted Prize (4)(B) Sorcery This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) Search your library for a card, put it into your hand, then shuffle. If you have a full party, you may cast a spell with mana value 4 or less from your hand without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coveted Prize (4)(B) Sorcery This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) Search your library for a card, put it into your hand, then shuffle. If you have a full party, you may cast a spell with mana value 4 or less from your hand without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Whenever this creature becomes untapped, you may pay {2}. If you do, draw a card.

Whenever an opponent casts a spell from anywhere other than their hand, draw a card.

Discard a card: This creature can't be blocked this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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① W U

Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.

Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.

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3/3

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① ② ③

Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.

Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.

3/3

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① B B

Flying, deathtouch, lifelink
Nighthawk Scavenger's power is equal
to 1 plus the number of card types
among cards in your opponents'
graveyards.

 $1+^*/3$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nighthawk Scavenger ①B③ Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nighthawk Scavenger ①B③ Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Trapfinder ①U Creature -- Human Rogue This creature can't be blocked if you had another Cleric, Rogue, Warrior, or Wizard enter the battlefield under your control this turn. At the beginning of combat on your turn, if you have a full party, creatures you control gain "Whenever this creature deals combat damage to a player, draw a card" until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Trapfinder ①U Creature -- Human Rogue This creature can't be blocked if you had another Cleric, Rogue, Warrior, or Wizard enter the battlefield under your control this turn. At the beginning of combat on your turn, if you have a full party, creatures you control gain "Whenever this creature deals combat damage to a player, draw a card" until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nimble Trapfinder ①U Creature -- Human Rogue This creature can't be blocked if you had another Cleric, Rogue, Warrior, or Wizard enter the battlefield under your control this turn. At the beginning of combat on your turn, if you have a full party, creatures you control gain "Whenever this creature deals combat damage to a player, draw a card" until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullpriest of Oblivion ①B Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullpriest of Oblivion ①B Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullpriest of Oblivion ①B Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savai Triome Land -- Mountain Plains Swamp {T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Savai Triome Land -- Mountain Plains Swamp {T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squad Commander Creature -- Kor Warrior When this creature enters, create a 1/1 white Kor Warrior creature token for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squad Commander Creature -- Kor Warrior When this creature enters, create a 1/1 white Kor Warrior creature token for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Taborax, Hope's Demise Legendary Creature -- Demon Cleric Flying Taborax has lifelink as long as it has five or more +1/+1 counters on it. Whenever another nontoken creature you control dies, put a +1/+1 counter on Taborax. If that creature was a Cleric, you may draw a card. If you do, you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taborax, Hope's Demise Legendary Creature -- Demon Cleric Flying Taborax has lifelink as long as it has five or more +1/+1 counters on it. Whenever another nontoken creature you control dies, put a +1/+1 counter on Taborax. If that creature was a Cleric, you may draw a card. If you do, you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tazri, Beacon of Unity Legendary Creature -- Human Warrior This spell costs {1} less to cast for each creature in your party. {2/U}{2/B}{2/R}{2/G}: Look at the top six cards of your library. You may reveal up to two Cleric, Rogue, Warrior, Wizard, and/or Ally cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tazri, Beacon of Unity Legendary Creature -- Human Warrior This spell costs {1} less to cast for each creature in your party. {2/U}{2/B}{2/R}{2/G}: Look at the top six cards of your library. You may reveal up to two Cleric, Rogue, Warrior, Wizard, and/or Ally cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Journey to Oblivion (4)(W) Enchantment This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) 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

Journey to Oblivion 4W Enchantment This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Oblivion 4W Enchantment This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatter the Sky 2WW Sorcery Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatter the Sky 2WW Sorcery Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shatter the Sky 2WW Sorcery Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spoils of Adventure 4WU Instant This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) You gain 3 life and draw three cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

4 W U

This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) You gain 3 life and draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) Return target creature card and up to one target Cleric, Rogue, Warrior, or Wizard creature card from your graveyard to the battlefield.

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4 B B

This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) Return target creature card and up to one target Cleric, Rogue, Warrior, or Wizard creature card from your graveyard to the battlefield.

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