Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bishop of Wings {W}{W}

Creature -- Human Cleric

Whenever an Angel you control enters, you gain 4 life.
Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

1/4

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company {3}{G}

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - itstime - Pioneer v3 Group C28B9A (Bishop of Wings, Giada, Font of Hope) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic {G}

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic {G}

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Innocence {1}{W}{W}

Enchantment Creature -- Sheep Glimmer

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giada, Font of Hope {1}{W}

Legendary Creature -- Angel

Flying, vigilance
Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.
{T}: Add {W}. Spend this mana only to cast an Angel spell.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {W}. Spend this mana only to cast an Angel spell.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Overseer {2}{W}

Creature -- Angel Cleric

Flying
When this creature enters, you gain 1 life and draw a card.

2/1

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Kayla's Reconstruction (X)(W)(W)(W)

Sorcery

Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G}.

1/1

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - itstime - Pioneer v3 Group C28B9A (Bishop of Wings, Giada, Font of Hope) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - itstime - Pioneer v3 Group C28B9A (Bishop of Wings, Giada, Font of Hope) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

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{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resplendent Angel {1}{W}{W}

Creature -- Angel

Flying
At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance.
{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - itstime - Pioneer v3 Group C28B9A (Bishop of Wings, Giada, Font of Hope) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Righteous Valkyrie {2}{W}

Creature -- Angel Cleric

Flying
Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness.
As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

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Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
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Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Emeria {2}{W}

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

[sideboard]

2/3

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[sideboard]

2/3

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Enduring Innocence {1}{W}{W}

Enchantment Creature -- Sheep Glimmer

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

[sideboard]

2/1

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portable Hole {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portable Hole {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

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Portable Hole {W}

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[sideboard]

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Portable Hole {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

/

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Unlicensed Hearse (2)

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[sideboard]

/

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[sideboard]

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/

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