

Adeline, Resplendent Cathar 1WW Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adeline, Resplendent Cathar 1WW Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adeline, Resplendent Cathar 1WW Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Raptor W Creature -- Bird Flying, first strike 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - digiman - Standard (Standard League)

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 2/10 - 8 cards - 2.5 x 3.5 in each

Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Adversary1W Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Intrepid Adversary1W Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kabira Takedown1W Instant Kabira Takedown deals damage equal to the number of creatures you control to target creature or planeswalker. ----- BACK FACE ----- Kabira Plateau Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kabira Takedown1W Instant Kabira Takedown deals damage equal to the number of creatures you control to target creature or planeswalker. ----- BACK FACE ----- Kabira Plateau Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminarch Aspirant1W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Paladin Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Spells your opponents cast during your turn cost {1} more to cast. {2}{W}: Level 2 Creatures you control get +1/+1. {4}{W}: Level 3 Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Spells your opponents cast during your turn cost {1} more to cast. {2}{W}: Level 2 Creatures you control get +1/+1. {4}{W}: Level 3 Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Spells your opponents cast during your turn cost {1} more to cast. {2}{W}: Level 2 Creatures you control get +1/+1. {4}{W}: Level 3 Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Usher of the Fallen (W) Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Usher of the Fallen (W) Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Usher of the Fallen (W) Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Usher of the Fallen (W) Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fateful Absence (1)(W) Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fateful Absence ①①W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Faith ①①W①W Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Faith ①①W①W Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Faith ①①W①W Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Portable Hole ①W 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 ①W 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 ①W 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 ①W 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

Skyclave Apparition ①W②W

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

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