

WW

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

$$\{T\}: \text{Add } \{G\}.$$

- - - BACK FACE - - -

Land

$$\{T\} : \text{Add } \{W\}.$$

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.

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{T}: Add {C}.
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1 damage to you.
```

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Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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.

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Playtest cards - Branham, Andrew - Pioneer (ReCQ - Pioneer - SCG CON Atlanta - Friday - 2:

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;

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

3 G

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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

① ② 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

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Legendary Creature -- Angel

Flying, vigilance
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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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Kayla's Reconstruction XWWW 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kayla's Reconstruction XWWW 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Remorseful Cleric

①②

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile
target player's graveyard.

2/1

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Remorseful Cleric

① W

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile
target player's graveyard.

2/1

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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

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

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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

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	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	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	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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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Youthful Valkyrie 1 W Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Youthful Valkyrie (1)(W) Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Youthful Valkyrie (1)(W) Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Youthful Valkyrie (1)(W) Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani, Sleeper Agent (1)(G)(E/WP)(W) Legendary Planeswalker -- Ajani Completed ({G/W/P} can be paid with {G}, {W}, or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Reveal the top card of your library. If it's a creature or planeswalker card, put it into your hand. Otherwise, you may put it on the bottom of your library. [-3]: Distribute three +1/+1 counters among up to three target creatures. They gain vigilance until end of turn. [-6]: You get an emblem with "Whenever you cast a creature or planeswalker spell, target opponent gets two poison counters." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ajani, Sleeper Agent (1)(G)(E/WP)(W) Legendary Planeswalker -- Ajani Completed ({G/W/P} can be paid with {G}, {W}, or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Reveal the top card of your library. If it's a creature or planeswalker card, put it into your hand. Otherwise, you may put it on the bottom of your library. [-3]: Distribute three +1/+1 counters among up to three target creatures. They gain vigilance until end of turn. [-6]: You get an emblem with "Whenever you cast a creature or planeswalker spell, target opponent gets two poison counters." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emerica (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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emerica (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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Sash (1)(W) Artifact Creature -- Equipment Cat {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent. Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Sash (1)(W) Artifact Creature -- Equipment Cat {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent. Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) [sideboard] 1/1 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary G Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary G Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	