Ajani's Pridemate

Token Creature -- Cat Soldier

Whenever you gain life, put a +1/+1 counter on Ajani's Pridemate.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angelic Destiny {2}{W}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.
When enchanted creature dies, return this card to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When enchanted creature dies, return this card to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angel of Vitality {2}{W}

Creature -- Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Banishing Light {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 1/9 - 8 cards - 2.5 x 3.5 in each

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Builder's Talent {1}{W}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, create a 0/4 white Wall creature token with defender.
{W}: Level 2
Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control.
{4}{W}: Level 3
When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caretaker's Talent {2}{W}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.
{W}: Level 2
When this Class becomes level 2, create a token that's a copy of target token you control.
{3}{W}: Level 3
Creature tokens you control get +2/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cat Collector {2}{W}

Creature -- Human Citizen

When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dazzling Angel {2}{W}

Creature -- Angel

Flying
Whenever another creature you control enters, you gain 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dazzling Angel {2}{W}

Creature -- Angel

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Whenever another creature you control enters, you gain 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 2/9 - 8 cards - 2.5 x 3.5 in each

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.

Dazzling Angel {2}{W}

Creature -- Angel

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2/3

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Dazzling Angel {2}{W}

Creature -- Angel

Flying
Whenever another creature you control enters, you gain 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feather of Flight {1}{W}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +1/+0 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haliya, Guided by Light {2}{W}

Legendary Creature -- Human Soldier

Whenever Haliya or another creature or artifact you control enters, you gain 1 life.
At the beginning of your end step, draw a card if you've gained 3 or more life this turn.
Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hamato Guardian Stance {W}

Instant

Target creature gets +1/+3 and gains flying until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Healer's Hawk {W}

Creature -- Bird

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

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Creature -- Bird

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/9 - 8 cards - 2.5 x 3.5 in each

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.

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Creature -- Bird

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helping Hand {W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

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Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier {W}

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier {W}

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

1/2

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leader's Talent {1}{W}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever you attack, put a +1/+1 counter on target attacking creature.
{2}{W}: Level 2
Whenever a creature you control leaves the battlefield, if it had a counter on it, you gain 2 life.
{3}{W}: Level 3
Whenever you cast a spell, put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/9 - 8 cards - 2.5 x 3.5 in each

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.

Leonin Vanguard {W}

Creature -- Cat Soldier

At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonin Vanguard {W}

Creature -- Cat Soldier

At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life.

1/1

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At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lifecreed Duo {1}{W}

Creature -- Bat Bird

Flying
Whenever another creature you control enters, you gain 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment of Triumph {W}

Instant

Target creature gets +2/+2 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment of Triumph {W}

Instant

Target creature gets +2/+2 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 5/9 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

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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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/9 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 7/9 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repel Calamity {1}{W}

Instant

Destroy target creature with power or toughness 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/9 - 8 cards - 2.5 x 3.5 in each

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.

Twinblade Paladin {3}{W}

Creature -- Human Knight

Whenever you gain life, put a +1/+1 counter on this creature.
As long as you have 25 or more life, this creature has double strike. (It deals both first-strike and regular combat damage.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Knight

Whenever you gain life, put a +1/+1 counter on this creature.
As long as you have 25 or more life, this creature has double strike. (It deals both first-strike and regular combat damage.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valorous Stance {1}{W}

Instant

Choose one --
* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
* Destroy target creature with toughness 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
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