## Bard's Company {2}{W}{U}

Creature -- Human Citizen

You may cast this spell as though it had flash if you control a Human.
Other creatures you control get +1/+1.
Whenever this creature enters or attacks, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bard the Bowman {1}{W}{U}

Legendary Creature -- Human Archer

Reach
Whenever you draw your second card each turn, put a +1/+1 counter on target creature. It gains lifelink until end of turn.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Champion of the Parish {W}

Creature -- Human Soldier

Whenever another Human you control enters, put a +1/+1 counter on this creature.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - zeklyn - Vintage ($1K - Value Vintage - SCG CON Dallas - Sunday - 9:00 am** 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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## Faramir, Prince of Ithilien {2}{W}{U}

Legendary Creature -- Human Noble

At the beginning of your end step, choose an opponent. At the beginning of that player's next end step, you draw a card if they didn't attack you that turn. Otherwise, create three 1/1 white Human Soldier creature tokens.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Legendary Creature -- Human Noble

At the beginning of your end step, choose an opponent. At the beginning of that player's next end step, you draw a card if they didn't attack you that turn. Otherwise, create three 1/1 white Human Soldier creature tokens.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

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## Horn of Gondor 3

Legendary Artifact

When Horn of Gondor enters, create a 1/1 white Human Soldier creature token.
{3}, {T}: Create X 1/1 white Human Soldier creature tokens, where X is the number of Humans you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Horn of the Mark 2

Legendary Artifact

Whenever two or more creatures you control attack a player, look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Horn of the Mark 2

Legendary Artifact

Whenever two or more creatures you control attack a player, look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. 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

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - zeklyn - Vintage ($1K - Value Vintage - SCG CON Dallas - Sunday - 9:00 am** 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.

## Lake-town Lookout {W}

Creature -- Human Scout

When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mentor of the Meek {2}{W}

Creature -- Human Soldier

Whenever another creature you control with power 2 or less enters, you may pay {1}. If you do, draw a card.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - zeklyn - Vintage ($1K - Value Vintage - SCG CON Dallas - Sunday - 9:00 am** 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.

## Mikaeus, the Lunarch {X}{W}

Legendary Creature -- Human Cleric

Mikaeus enters with X +1/+1 counters on it.
{T}: Put a +1/+1 counter on Mikaeus.
{T}, Remove a +1/+1 counter from Mikaeus: Put a +1/+1 counter on each other creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mikaeus, the Lunarch {X}{W}

Legendary Creature -- Human Cleric

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**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Minas Tirith

Legendary Land

Minas Tirith enters tapped unless you control a legendary creature.
{T}: Add {W}.
{1}{W}, {T}: Draw a card. Activate only if you attacked with two or more creatures this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Patient Instructor {2}{W/U}

Creature -- Human Citizen

Vigilance
When this creature enters, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Patient Instructor {2}{W/U}

Creature -- Human Citizen

Vigilance
When this creature enters, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

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When this creature enters, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

**2/2**

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 - zeklyn - Vintage ($1K - Value Vintage - SCG CON Dallas - Sunday - 9:00 am** sheet 5/9 - 8 cards - 2.5 x 3.5 in each

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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Port Town**

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Port Town**

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - zeklyn - Vintage ($1K - Value Vintage - SCG CON Dallas - Sunday - 9:00 am** sheet 6/9 - 8 cards - 2.5 x 3.5 in each

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Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
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As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prince Imrahil the Fair {W}{U}

Legendary Creature -- Human Noble

Whenever you draw your second card each turn, create a 1/1 white Human Soldier creature token.

**2/2**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thalia, Guardian of Thraben {1}{W}

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

**2/1**

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**Playtest cards - zeklyn - Vintage ($1K - Value Vintage - SCG CON Dallas - Sunday - 9:00 am** sheet 7/9 - 8 cards - 2.5 x 3.5 in each

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**Thalia's Lieutenant** {1}{W}

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control.
Whenever another Human you control enters, put a +1/+1 counter on this creature.

**1/1**

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Coppercoat Vanguard** {1}{W}

Creature -- Human Soldier

Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Requisition Raid** {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Settle the Wreckage {2}{W}{W}

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - zeklyn - Vintage ($1K - Value Vintage - SCG CON Dallas - Sunday - 9:00 am** sheet 9/9 - 7 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.