

Acclaimed Contender (2)(W) Creature -- Human Knight When this creature enters, if you control another Knight, look at the top five cards of your library. You may reveal a Knight, Aura, Equipment, or legendary artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acclaimed Contender (2)(W) Creature -- Human Knight When this creature enters, if you control another Knight, look at the top five cards of your library. You may reveal a Knight, Aura, Equipment, or legendary artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acclaimed Contender (2)(W) Creature -- Human Knight When this creature enters, if you control another Knight, look at the top five cards of your library. You may reveal a Knight, Aura, Equipment, or legendary artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acclaimed Contender (2)(W) Creature -- Human Knight When this creature enters, if you control another Knight, look at the top five cards of your library. You may reveal a Knight, Aura, Equipment, or legendary artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ambitious Farmhand (1)(W) Creature -- Human Peasant When this creature enters, you may search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Coven -- {1}{W}{W}: Transform this creature. Activate only if you control three or more creatures with different powers. 1/1 ----- BACK FACE ----- Seasoned Cathar Creature -- Human Knight Lifelink 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambitious Farmhand (1)(W) Creature -- Human Peasant When this creature enters, you may search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Coven -- {1}{W}{W}: Transform this creature. Activate only if you control three or more creatures with different powers. 1/1 ----- BACK FACE ----- Seasoned Cathar Creature -- Human Knight Lifelink 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambitious Farmhand (1)(W) Creature -- Human Peasant When this creature enters, you may search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Coven -- {1}{W}{W}: Transform this creature. Activate only if you control three or more creatures with different powers. 1/1 ----- BACK FACE ----- Seasoned Cathar Creature -- Human Knight Lifelink 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benalish Marshal (W)(W)(W) Creature -- Human Knight Other creatures you control get +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dion, Bahamut's Dominant 3W Legendary Creature -- Human Noble Knight Dragonfire Dive -- During your turn, Dion and other Knights you control have flying. When Dion enters, create a 2/2 white Knight creature token. {4}{W}{W}, {T}: Exile Dion, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 3/3 ----- -- -- BACK FACE -- -- Bahamut, Warden of Light Legendary Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter.) I, II -- Wings of Light -- Put a +1/+1 counter on each other creature you control. Those creatures gain flying until end of turn. III -- Gigaflare -- Destroy target permanent. Exile Bahamut, then return it to the battlefield (front face up). Flying 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dion, Bahamut's Dominant 3W Legendary Creature -- Human Noble Knight Dragonfire Dive -- During your turn, Dion and other Knights you control have flying. When Dion enters, create a 2/2 white Knight creature token. {4}{W}{W}, {T}: Exile Dion, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 3/3 ----- -- -- BACK FACE -- -- Bahamut, Warden of Light Legendary Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter.) I, II -- Wings of Light -- Put a +1/+1 counter on each other creature you control. Those creatures gain flying until end of turn. III -- Gigaflare -- Destroy target permanent. Exile Bahamut, then return it to the battlefield (front face up). Flying 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dion, Bahamut's Dominant 3W Legendary Creature -- Human Noble Knight Dragonfire Dive -- During your turn, Dion and other Knights you control have flying. When Dion enters, create a 2/2 white Knight creature token. {4}{W}{W}, {T}: Exile Dion, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 3/3 ----- -- -- BACK FACE -- -- Bahamut, Warden of Light Legendary Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter.) I, II -- Wings of Light -- Put a +1/+1 counter on each other creature you control. Those creatures gain flying until end of turn. III -- Gigaflare -- Destroy target permanent. Exile Bahamut, then return it to the battlefield (front face up). Flying 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dion, Bahamut's Dominant 3W Legendary Creature -- Human Noble Knight Dragonfire Dive -- During your turn, Dion and other Knights you control have flying. When Dion enters, create a 2/2 white Knight creature token. {4}{W}{W}, {T}: Exile Dion, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 3/3 ----- -- -- BACK FACE -- -- Bahamut, Warden of Light Legendary Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter.) I, II -- Wings of Light -- Put a +1/+1 counter on each other creature you control. Those creatures gain flying until end of turn. III -- Gigaflare -- Destroy target permanent. Exile Bahamut, then return it to the battlefield (front face up). Flying 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lay Down Arms (W) Sorcery Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Venerable Knight W Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerable Knight W Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerable Knight W Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venerable Knight W Creature -- Human Knight When this creature dies, put a +1/+1 counter on target Knight you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Worthy Knight 1 W Creature -- Human Knight Whenever you cast a Knight spell, create a 1/1 white Human creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Knight 1 W Creature -- Human Knight Whenever you cast a Knight spell, create a 1/1 white Human creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Knight 1 W Creature -- Human Knight Whenever you cast a Knight spell, create a 1/1 white Human creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Knight 1 W Creature -- Human Knight Whenever you cast a Knight spell, create a 1/1 white Human creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brave the Elements W Instant Choose a color. White creatures you control gain protection from the chosen color until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brave the Elements W Instant Choose a color. White creatures you control gain protection from the chosen color until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brave the Elements W Instant Choose a color. White creatures you control gain protection from the chosen color until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity's Wake 1 W Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Calamity's Wake 1W Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiendslayer Paladin 1WW Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) This creature can't be the target of black or red spells your opponents control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiendslayer Paladin 1WW Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) This creature can't be the target of black or red spells your opponents control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiendslayer Paladin 1WW Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) This creature can't be the target of black or red spells your opponents control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gideon, Ally of Zendikar 2WW 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 PLAYbotbox.dev	Icon of Ancestry 3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {3}, {T}: Look at the top three cards of your library. You may reveal a creature card of the chosen type from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Icon of Ancestry 3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {3}, {T}: Look at the top three cards of your library. You may reveal a creature card of the chosen type from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Playtest cards - LucCap - Pioneer (Peasant Pioneer 3: The Reckoning)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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	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	The Circle of Loyalty 4WW Legendary Artifact Affinity for Knights (This spell costs {1} less to cast for each Knight you control.) Creatures you control get +1/+1. Whenever you cast a legendary spell, create a 2/2 white Knight creature token with vigilance. {3}{W}, {T}: Create a 2/2 white Knight creature token with vigilance. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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