

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 PLAYbotbox.dev	Angel of Finality Creature -- Angel Flying When this creature enters, exile target player's graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Light Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bigfin Bouncer Creature -- Shark Pirate When this creature enters, return target creature an opponent controls to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brineborn Cutthroat Creature -- Merfolk Pirate Flash (You may cast this spell any time you could cast an instant.) Whenever you cast a spell during an opponent's turn, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cat Collector 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 PLAYbotbox.dev	Cathar Commando Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathar Commando Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cathar Commando 1 W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Armor 2 W Artifact -- Equipment Flash (You may cast this spell any time you could cast an instant.) When this Equipment enters, attach it to target creature you control. That creature gains hexproof and indestructible until end of turn. Equipped creature gets +2/+0 and has flying. Equip {3}{W} ({3}{W}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Empyrean Eagle 1 W U Creature -- Bird Spirit Flying Other creatures you control with flying get +1/+1. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - 2, biggeek - Limited (UOL FDN Sealed 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 2/5 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightshell Duo 3U Creature -- Rat Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminous Rebuke 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mischievous Pup 2W Creature -- Dog Flash (You may cast this spell any time you could cast an instant.) When this creature enters, return up to one other target permanent you control to its owner's hand. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 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}: Add {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}: Add {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}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prideful Parent 2W Creature -- Cat Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Prideful Parent (2)(W) Creature -- Cat Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refute (1)(U)(U) Instant Counter target spell. Draw a card, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vanguard Seraph (3)(W) Creature -- Angel Warrior Flying Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. 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