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

Archangel Elspeth {2}{W}{W}

Legendary Planeswalker -- Elspeth

[+1]: Create a 1/1 white Soldier creature token with lifelink.
[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.
[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.

L 4

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Celebrant {W}{B}

Creature -- Vampire

Whenever this creature or another creature or planeswalker you control dies, each opponent loses 1 life and you gain 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Celebrant {W}{B}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kylernavarro - Pioneer (Pioneer Revival RCQ) sheet 1/10 - 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.

Cruel Celebrant (W)(B)

Creature -- Vampire

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature or another creature or planeswalker you control dies, each opponent loses 1 life and you gain 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn of Hope (1)(W)

Enchantment

Whenever you gain life, you may pay {2}. If you do, draw a card.
{3}{W}: Create a 1/1 white Soldier creature token with lifelink.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn of Hope (1)(W)

Enchantment

Whenever you gain life, you may pay {2}. If you do, draw a card.
{3}{W}: Create a 1/1 white Soldier creature token with lifelink.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fracture (W)(B)

Instant

Destroy target artifact, enchantment, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fracture (W)(B)

Instant

Destroy target artifact, enchantment, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero of Precinct One (1)(W)

Creature -- Human Warrior

Whenever you cast a multicolored spell, create a 1/1 white Human creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Warrior

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Whenever you cast a multicolored spell, create a 1/1 white Human creature token.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Joust Through {W}

Instant

Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.

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Joust Through {W}

Instant

Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya's Wrath {W}{W}{B}{B}

Sorcery

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

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Kaya's Wrath {W}{W}{B}{B}

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Kunoros, Hound of Athreos {1}{W}{B}

Legendary Creature -- Dog

Vigilance, menace, lifelink
Creature cards in graveyards can't enter the battlefield.
Players can't cast spells from graveyards.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seraph of the Scales 2WB

Creature -- Angel

Flying
{W}: This creature gains vigilance until end of turn.
{B}: This creature gains deathtouch until end of turn.
Afterlife 2 (When this creature dies, create two 1/1 white and black Spirit creature tokens with flying.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seraph of the Scales 2WB

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Seraph of the Scales {2}{W}{B}

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverquill Charm {W}{B}

Instant

Choose one --
* Put two +1/+1 counters on target creature.
* Exile target creature with power 2 or less.
* Each opponent loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverquill Charm {W}{B}

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Choose one --
* Put two +1/+1 counters on target creature.
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* Each opponent loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Single Combat {3}{W}{W}

Sorcery

Each player chooses a creature or planeswalker they control, then sacrifices the rest. Players can't cast creature or planeswalker spells until the end of your next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Single Combat {3}{W}{W}

Sorcery

Each player chooses a creature or planeswalker they control, then sacrifices the rest. Players can't cast creature or planeswalker spells until the end of your next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vindictive Triumph {W}{B}{B}

Instant

Exile target creature or planeswalker. If that permanent's mana value was 3 or less, return it to the battlefield tapped under your control. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Barricade {1}{W}

Artifact Creature -- Wall

Defender (This creature can't attack.)
You have hexproof. (You can't be the target of spells or abilities your opponents control.)
Prevent all noncombat damage that would be dealt to other creatures you control.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn of Hope {1}{W}

Enchantment

Whenever you gain life, you may pay {2}. If you do, draw a card.
{3}{W}: Create a 1/1 white Soldier creature token with lifelink.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Foretold {2}{W}{B}

Enchantment

At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Killer {W}

Creature -- Human Peasant

{1}{W}, {T}: Tap target creature.

[sideboard]

1/2

- - - ADVENTURE - - -

Chop Down {2}{W}

Instant -- Adventure

Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)

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Gideon's Sacrifice {W}

Instant

Choose a creature or planeswalker you control. All damage that would be dealt this turn to you and permanents you control is dealt to the chosen permanent instead (if it's still on the battlefield).

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald of Eternal Dawn {4}{W}{W}{W}

Creature -- Angel

Flash (You may cast this spell any time you could cast an instant.)
Flying
You can't lose the game and your opponents can't win the game.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marauding Blight-Priest {2}{B}

Creature -- Vampire Cleric

Whenever you gain life, each opponent loses 1 life.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marauding Blight-Priest {2}{B}

Creature -- Vampire Cleric

Whenever you gain life, each opponent loses 1 life.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Kaya {1}{W}{B}

Legendary Enchantment

When Oath of Kaya enters, it deals 3 damage to any target and you gain 3 life.
Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phalanx Tactics {1}{W}

Instant

Target creature you control gets +2/+1 until end of turn. Each other creature you control gets +1/+1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanishing Verse {W}{B}

Instant

Exile target monocolored permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Exile target monocolored permanent.

[sideboard]

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Vindictive Triumph {W}{B}{B}

Instant

Exile target creature or planeswalker. If that permanent's mana value was 3 or less, return it to the battlefield tapped under your control. Exile it at the beginning of the next end step.

[sideboard]

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