## Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

## Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

## Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

## Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Collected Company 3G

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enduring Innocence 1WW

Enchantment Creature -- Sheep Glimmer

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

**2/1**

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## Enduring Innocence {1}{W}{W}

Enchantment Creature -- Sheep Glimmer

Lifelink
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When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heliod, Sun-Crowned {2}{W}

Legendary Enchantment Creature -- God

Indestructible
As long as your devotion to white is less than five, Heliod isn't a creature.
Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.
{1}{W}: Another target creature gains lifelink until end of turn.

**5/5**

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{1}{W}: Another target creature gains lifelink until end of turn.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lunarch Veteran {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life.
Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

**1/1**

- - - BACK FACE - - -

## Luminous Phantom

Creature -- Spirit Cleric

Flying
Whenever another creature you control leaves the battlefield, you gain 1 life.
If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.

**1/1**

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**Playtest cards - haruhilmi24 - Pioneer (Pioneer Challenge 16)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Michelangelo's Technique 4G

Sorcery

Sneak {3}{G} (You may cast this spell for {3}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Look at the top eight cards of your library. Put up to two creature cards with total mana value 6 or less from among them onto the battlefield and the rest on the bottom of your library in a random order.

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prosperous Innkeeper 1G

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Prosperous Innkeeper {1}{G}

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Whenever another creature you control enters, you gain 1 life.

**1/1**

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

**2/2**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Splendor Mare {2}{W}

Creature -- Elk Unicorn

Lifelink
Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.)
When you cycle this card, put a lifelink counter on target creature you control.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land -- Forest Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Great Goblin {1}{B/R}{B/R}

Legendary Creature -- Goblin Noble

Whenever you put one or more counters on a Goblin, Orc, or Army you control, The Great Goblin deals 2 damage to target opponent.
Whenever another Goblin, Orc, or Army you control dies, exile the top card of your library. You may play it until the end of your next turn.

**3/2**

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**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Voice of the Blessed {W}{W}

Creature -- Spirit Cleric

Whenever you gain life, put a +1/+1 counter on this creature.
As long as this creature has four or more +1/+1 counters on it, it has flying and vigilance.
As long as this creature has ten or more +1/+1 counters on it, it has indestructible.

**2/2**

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ajani, Strength of the Pride {2}{W}{W}

Legendary Planeswalker -- Ajani

[+1]: You gain life equal to the number of creatures you control plus the number of planeswalkers you control.
[-2]: Create a 2/2 white Cat Soldier creature token named Ajani's Pridemate with "Whenever you gain life, put a +1/+1 counter on this token."
[0]: If you have at least 15 life more than your starting life total, exile Ajani and each artifact and creature your opponents control.

[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Archon of Emeria {2}{W}

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

[sideboard]

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## March of Otherworldly Light {X}{W}

Instant

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Exile target artifact, creature, or enchantment with mana value X or less.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reidane, God of the Worthy

Card

[sideboard]

- - - OTHER FACE - - -

## Reidane, God of the Worthy

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reidane, God of the Worthy

Card

[sideboard]

- - - OTHER FACE - - -

## Reidane, God of the Worthy

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tamiyo's Safekeeping {G}

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unlicensed Hearse (2)

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

*/*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact -- Vehicle

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Crew 2

[sideboard]

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