

Adeline, Resplendent Cathar (1)(W)(W) Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adeline, Resplendent Cathar (1)(W)(W) Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adeline, Resplendent Cathar (1)(W)(W) Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brutal Cathar Card OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brutal Cathar Card OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. 3 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. 3 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. 3 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Adversary 1 W Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intrepid Adversary (1)(W) Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Adversary (1)(W) Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Adversary (1)(W) Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luminarch Aspirant (1)(W) Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - sandydogmtg - Standard (Standard Challenge)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Maul of the Skyclaves 2W Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+2 and has flying and first strike.(It deals combat damage before creatures without first strike.) Equip {2}{W}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Stonebinder's Familiar (W) Creature -- Spirit Dog Whenever one or more cards are put into exile during your turn, put a +1/+1 counter on this creature. This ability triggers only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonebinder's Familiar (W) Creature -- Spirit Dog Whenever one or more cards are put into exile during your turn, put a +1/+1 counter on this creature. This ability triggers only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonebinder's Familiar (W) Creature -- Spirit Dog Whenever one or more cards are put into exile during your turn, put a +1/+1 counter on this creature. This ability triggers only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonebinder's Familiar (W) Creature -- Spirit Dog Whenever one or more cards are put into exile during your turn, put a +1/+1 counter on this creature. This ability triggers only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sungold Sentinel (1)(W) Creature -- Human Soldier Whenever this creature enters or attacks, exile up to one target card from a graveyard. Coven -- {1}{W}: Choose a color. This creature gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sungold Sentinel (1)(W) Creature -- Human Soldier Whenever this creature enters or attacks, exile up to one target card from a graveyard. Coven -- {1}{W}: Choose a color. This creature gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sungold Sentinel (1)(W) Creature -- Human Soldier Whenever this creature enters or attacks, exile up to one target card from a graveyard. Coven -- {1}{W}: Choose a color. This creature gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sungold Sentinel (1)(W) Creature -- Human Soldier Whenever this creature enters or attacks, exile up to one target card from a graveyard. Coven -- {1}{W}: Choose a color. This creature gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brutal Cathar Card [sideboard] ----- - - - OTHER FACE - - - Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cave of the Frost Dragon Land If you control two or more other lands, this land enters tapped. {T}: Add {W}. {4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fateful Absence 1W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian of Faith 1WW Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Skyclave Apparition 1W

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.

[sideboard]

2/2

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