

Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - nedyahiske - Pioneer (Pioneer Challenge 64) sheet 3/10 - 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.

Inspiring Overseer (2)(W) Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Overseer (2)(W) Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kayla's Reconstruction (X)(W)(W)(W) Sorcery Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kayla's Reconstruction (X)(W)(W)(W) Sorcery Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. 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
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Resplendent Angel 1WW Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel 1WW Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel 1WW Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel 1WW Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Righteous Valkyrie (2)(W) Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Righteous Valkyrie (2)(W) Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Righteous Valkyrie (2)(W) Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Righteous Valkyrie (2)(W) Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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

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.

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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

Anointed Peacekeeper (2)(W)

Creature -- Human Cleric

Vigilance
As this creature enters, look at an opponent's hand, then choose any card name.
Spells your opponents cast with the chosen name cost {2} more to cast.
Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/3

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[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Emeria (2W)

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

Archon of Emeria 2W 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 PLAYbotbox.dev	Elspeth Resplendent 3W Legendary Planeswalker -- Elspeth [+1]: Choose up to one target creature. Put a +1/+1 counter and a counter from among flying, first strike, lifelink, or vigilance on it. [-3]: Look at the top seven cards of your library. You may put a permanent card with mana value 3 or less from among them onto the battlefield with a shield counter on it. Put the rest on the bottom of your library in a random order. [-7]: Create five 3/3 white Angel creature tokens with flying. [sideboard] L 5 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary G Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary G Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	