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 PLAY botbox.dev

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Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

1/4

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

Playtest cards - Bolas299 - Pioneer (Pioneer League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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

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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Land

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

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

Case of the Uneaten Feast (W)

Enchantment -- Case

Whenever a creature you control enters, you gain 1 life.
To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Uneaten Feast (W)

Enchantment -- Case

Whenever a creature you control enters, you gain 1 life.
To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Charming Prince {1}{W}

Creature -- Human Noble

When this creature enters, choose one --
* Scry 2.
* You gain 3 life.
* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charming Prince {1}{W}

Creature -- Human Noble

When this creature enters, choose one --
* Scry 2.
* You gain 3 life.
* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company {3}{G}

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

Collected Company {3}{G}

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.

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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.

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

Giada, Font of Hope {1}{W}

Legendary Creature -- Angel

Flying, vigilance
Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.
{T}: Add {W}. Spend this mana only to cast an Angel spell.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, vigilance
Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.
{T}: Add {W}. Spend this mana only to cast an Angel spell.

2/2

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

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.

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.

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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Bolas299 - Pioneer (Pioneer League) sheet 4/10 - 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.

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

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

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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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

Resplendent Angel {1}{W}{W}

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 PLAY botbox.dev

Resplendent Angel {1}{W}{W}

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Flying
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Bolas299 - Pioneer (Pioneer League) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Resplendent Angel {1}{W}{W}

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}: Until end of turn, this creature gets +2/+2 and gains lifelink.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resplendent Angel {1}{W}{W}

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}: Until end of turn, this creature gets +2/+2 and gains lifelink.

3/3

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

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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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

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

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

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

Trelasarra, Moon Dancer {G}{W}

Legendary Creature -- Elf Cleric

Whenever you gain life, put a +1/+1 counter on Trelasarra and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trelasarra, Moon Dancer {G}{W}

Legendary Creature -- Elf Cleric

Whenever you gain life, put a +1/+1 counter on Trelasarra and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/2

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.

[sideboard]

3/3

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.

[sideboard]

3/3

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

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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Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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

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

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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

Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Bolas299 - Pioneer (Pioneer League) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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