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| <div><div><div><b>Bishop of Wings</b><div><div>WW</div></div></div><div>Creature -- Human Cleric</div><div>Whenever an Angel you control enters, you gain 4 life.<br/>Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.</div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Bishop of Wings</b><div><div>WW</div></div></div><div>Creature -- Human Cleric</div><div>Whenever an Angel you control enters, you gain 4 life.<br/>Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.</div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Bishop of Wings</b><div><div>WW</div></div></div><div>Creature -- Human Cleric</div><div>Whenever an Angel you control enters, you gain 4 life.<br/>Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.</div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Bishop of Wings</b><div><div>WW</div></div></div><div>Creature -- Human Cleric</div><div>Whenever an Angel you control enters, you gain 4 life.<br/>Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.</div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>     |
| <div><div><div><b>Branchloft Pathway</b></div><div>Land</div><div>{T}: Add {G}.</div><div><div>BACK FACE</div></div><div><div><b>Boulderloft Pathway</b></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                    | <div><div><div><b>Branchloft Pathway</b></div><div>Land</div><div>{T}: Add {G}.</div><div><div>BACK FACE</div></div><div><div><b>Boulderloft Pathway</b></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                    | <div><div><div><b>Branchloft Pathway</b></div><div>Land</div><div>{T}: Add {G}.</div><div><div>BACK FACE</div></div><div><div><b>Boulderloft Pathway</b></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                    | <div><div><div><b>Collected Company</b><div><div>36</div></div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                   | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                   | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Giada, Font of Hope</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Angel</div> </div> <div> <p>Flying, vigilance<br/>Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.<br/>{T}: Add {W}. Spend this mana only to cast an Angel spell.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                        |
| <div> <div>Giada, Font of Hope</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Angel</div> </div> <div> <p>Flying, vigilance<br/>Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.<br/>{T}: Add {W}. Spend this mana only to cast an Angel spell.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Giada, Font of Hope</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Angel</div> </div> <div> <p>Flying, vigilance<br/>Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.<br/>{T}: Add {W}. Spend this mana only to cast an Angel spell.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> </div> <div> <p>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>1/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Luminous Phantom</div> </div> <div> <div>Creature -- Spirit Cleric</div> </div> <div> <p>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> </div> <div> <p>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>1/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Luminous Phantom</div> </div> <div> <div>Creature -- Spirit Cleric</div> </div> <div> <p>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - mikulas - Pioneer (Pioneer League)

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Lunarch Veteran<div>W</div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>1/1</div><div>----- BACK FACE -----</div><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Lunarch Veteran<div>W</div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>1/1</div><div>----- BACK FACE -----</div><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                              | <div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                              | <div>Overgrown Farmland</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        | <div>Overgrown Farmland</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        |

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| <div>Overgrown Farmland</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overgrown Farmland</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <div>Resplendent Angel1W</div> <div>Creature -- Angel</div> <div>Flying</div> <div>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.</div> <div>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Resplendent Angel1W</div> <div>Creature -- Angel</div> <div>Flying</div> <div>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.</div> <div>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Resplendent Angel1W</div> <div>Creature -- Angel</div> <div>Flying</div> <div>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.</div> <div>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Resplendent Angel1W</div> <div>Creature -- Angel</div> <div>Flying</div> <div>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.</div> <div>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Righteous Valkyrie2W</div> <div>Creature -- Angel Cleric</div> <div>Flying</div> <div>Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness.</div> <div>As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     |

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| <b>Righteous Valkyrie</b> (2)(W)<br>Creature -- Angel Cleric<br><hr/> Flying<br>Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness.<br>As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                  | <b>Righteous Valkyrie</b> (2)(W)<br>Creature -- Angel Cleric<br><hr/> Flying<br>Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness.<br>As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                  | <b>Righteous Valkyrie</b> (2)(W)<br>Creature -- Angel Cleric<br><hr/> Flying<br>Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness.<br>As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                  | <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br><hr/> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>               |
| <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br><hr/> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br><hr/> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br><hr/> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Speaker of the Heavens</b> (W)<br>Creature -- Human Cleric<br><hr/> Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)<br>{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div>Speaker of the Heavens (W)</div><div>Creature -- Human Cleric</div><div>Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)<br/>{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                |
| <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div>The Book of Exalted Deeds (WWW)</div><div>Legendary Artifact -- Book</div><div>At the beginning of your end step, if you gained 3 or more life this turn, create a 3/3 white Angel creature token with flying.<br/>{W}{W}{W}, {T}, Exile The Book of Exalted Deeds: Put an enlightened counter on target Angel. It gains "You can't lose the game and your opponents can't win the game."<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Book of Exalted Deeds (WWW)</div><div>Legendary Artifact -- Book</div><div>At the beginning of your end step, if you gained 3 or more life this turn, create a 3/3 white Angel creature token with flying.<br/>{W}{W}{W}, {T}, Exile The Book of Exalted Deeds: Put an enlightened counter on target Angel. It gains "You can't lose the game and your opponents can't win the game."<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Book of Exalted Deeds (WWW)</div><div>Legendary Artifact -- Book</div><div>At the beginning of your end step, if you gained 3 or more life this turn, create a 3/3 white Angel creature token with flying.<br/>{W}{W}{W}, {T}, Exile The Book of Exalted Deeds: Put an enlightened counter on target Angel. It gains "You can't lose the game and your opponents can't win the game."<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Youthful Valkyrie</b> (1)(W)<br><hr/> Creature -- Angel<br><hr/> Flying<br>Whenever another Angel you control enters, put a +1/+1 counter on this creature.<br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Youthful Valkyrie</b> (1)(W)<br><hr/> Creature -- Angel<br><hr/> Flying<br>Whenever another Angel you control enters, put a +1/+1 counter on this creature.<br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Youthful Valkyrie</b> (1)(W)<br><hr/> Creature -- Angel<br><hr/> Flying<br>Whenever another Angel you control enters, put a +1/+1 counter on this creature.<br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Youthful Valkyrie</b> (1)(W)<br><hr/> Creature -- Angel<br><hr/> Flying<br>Whenever another Angel you control enters, put a +1/+1 counter on this creature.<br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> |
| <b>Deafening Silence</b> (W)<br><hr/> Enchantment<br><hr/> Each player can't cast more than one noncreature spell each turn.<br><br>[sideboard]                                                                                                          | <b>Deafening Silence</b> (W)<br><hr/> Enchantment<br><hr/> Each player can't cast more than one noncreature spell each turn.<br><br>[sideboard]                                                                                                          | <b>Portable Hole</b> (W)<br><hr/> Artifact<br><hr/> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.<br><br>[sideboard]                              | <b>Portable Hole</b> (W)<br><hr/> Artifact<br><hr/> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.<br><br>[sideboard]                              |
| <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                     | <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                     | <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                     | <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                     |

Playtest cards - mikulas - Pioneer (Pioneer League)

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



W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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① ② W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

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① W

Flying  
Sacrifice this creature: Creatures  
you control gain indestructible  
until end of turn.

**2/1**

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① ② W

Flying  
Sacrifice this creature: Creatures  
you control gain indestructible  
until end of turn.

2/1

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② W W

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

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| <div><div><div>Shapers' Sanctuary</div><div>Enchantment</div><div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Shapers' Sanctuary</div><div>Enchantment</div><div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Shapers' Sanctuary</div><div>Enchantment</div><div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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