

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

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	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	Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collected Company 36 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 36 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 36 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 36 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

Playtest cards - namanii - Pioneer (Pioneer League) 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.

① W

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

① W

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

X W W W

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

X W W W

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

X W W W

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

X W W W

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

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 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	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	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	Plains Basic Land -- Plains {T}: Add {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	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

Playtest cards - namanii - 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 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Break Down the Door26 Instant Choose one -- * Exile target artifact. * Exile target enchantment. * Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Break Down the Door26 Instant Choose one -- * Exile target artifact. * Exile target enchantment. * Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Break Down the Door26 Instant Choose one -- * Exile target artifact. * Exile target enchantment. * Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening SilenceW Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W

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

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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	Rest in Peace 1W 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	Rest in Peace 1W 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	

Playtest cards - namanii - 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 10/10 - 3 cards - 2.5 x 3.5 in each