

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	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
Argoth, Sanctum of Nature Land This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.) ----- OTHER FACE ----- Titania, Gaea Incarnate Legendary Creature -- Elemental Avatar Reach, vigilance, trample, haste Titania's power and toughness are each equal to the number of lands you control. When Titania enters, return all land cards from your graveyard to the battlefield tapped. {3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Argoth, Sanctum of Nature Land This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.) ----- OTHER FACE ----- Titania, Gaea Incarnate Legendary Creature -- Elemental Avatar Reach, vigilance, trample, haste Titania's power and toughness are each equal to the number of lands you control. When Titania enters, return all land cards from your graveyard to the battlefield tapped. {3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Argoth, Sanctum of Nature Land This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.) ----- OTHER FACE ----- Titania, Gaea Incarnate Legendary Creature -- Elemental Avatar Reach, vigilance, trample, haste Titania's power and toughness are each equal to the number of lands you control. When Titania enters, return all land cards from your graveyard to the battlefield tapped. {3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Argoth, Sanctum of Nature Land This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.) ----- OTHER FACE ----- Titania, Gaea Incarnate Legendary Creature -- Elemental Avatar Reach, vigilance, trample, haste Titania's power and toughness are each equal to the number of lands you control. When Titania enters, return all land cards from your graveyard to the battlefield tapped. {3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)
 sheet 1/8 - 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.

Blossoming Sands

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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Forest

Basic Land -- Forest

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

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Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn --

- * Put a +1/+1 counter on this creature.
- * Create a tapped Treasure token.
- * You gain 2 life.

1/1

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Create two 1/1 white Human creature tokens.
Flashback {3}{G}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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