

All That Glitters

① W

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for
each artifact and/or enchantment you
control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Alseid of Life's Bounty

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Enchantment Creature -- Nymph

Lifelink
{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.

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Aphemia, the Cacophony ①② Legendary Enchantment Creature -- Harpy Flying At the beginning of your end step, you may exile an enchantment card from your graveyard. If you do, create a 2/2 black Zombie creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aphemia, the Cacophony ①② Legendary Enchantment Creature -- Harpy Flying At the beginning of your end step, you may exile an enchantment card from your graveyard. If you do, create a 2/2 black Zombie creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartouche of Solidarity ①W Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartouche of Solidarity ①W Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - _Batutinha_ - 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

Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you.	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you.	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.
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Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favored Hoplite Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favored Hoplite Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Land -- Plains Swamp

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Enchantment -- Aura

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Enchantment Creature -- Spirit

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Hateful Eidolon B Enchantment Creature -- Spirit Lifelink Whenever an enchanted creature dies, draw a card for each Aura you controlled that was attached to it. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hateful Eidolon B Enchantment Creature -- Spirit Lifelink Whenever an enchanted creature dies, draw a card for each Aura you controlled that was attached to it. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karametra's Blessing W Instant Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karametra's Blessing W Instant Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sentinel's Eyes Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brain Maggot (1)(B) Enchantment Creature -- Insect When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brain Maggot (1)(B) Enchantment Creature -- Insect When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brain Maggot (1)(B) Enchantment Creature -- Insect When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brain Maggot (1)(B) Enchantment Creature -- Insect When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dead Weight (B) Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Weight (B) Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushbringer (1)(W) Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushbringer (1)(W) Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lurrus of the Dream-Den 1 W/B W/B Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tomik, Distinguished Advokist W W Legendary Creature -- Human Advisor Flying Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control. Your opponents can't play land cards from graveyards. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tomik, Distinguished Advokist W W Legendary Creature -- Human Advisor Flying Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control. Your opponents can't play land cards from graveyards. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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