

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	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	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	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
Alseid of Life's Bounty W 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alseid of Life's Bounty W 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alseid of Life's Bounty W 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alseid of Life's Bounty W 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aphemia, the Cacophony ①Ⓑ

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cartouche of Solidarity

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.)

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Cartouche of Solidarity (W)

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Caves of Koilos

Land

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{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
1 damage to you.
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Playtest cards - milikin - 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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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W

Enchantment -- Aura

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W

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W

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W

Enchantment -- Aura

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B

Enchantment Creature -- Spirit

1/2

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1/2

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Enchantment Creature -- Spirit

1/2

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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	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	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

① W

Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.)
{2}: Exile target card from a graveyard.

[sideboard]

2/1

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① W

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[sidebar]

2/1

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{2}: Exile target card from a graveyard.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.)
Creatures your opponents control can't have +1/+1 counters put on them.

[sideboard]

1/1

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

① ⑧

Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.)

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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① ②

Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.)

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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① ② B

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.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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① ② B

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

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[sideboard]

1/1

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B

Enchant creature
Enchanted creature gets -2/-2.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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(B)

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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B

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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① W

Flying, lifelink
Creatures entering or dying don't
cause abilities to trigger.

[sideboard]

1/2

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① ② W

Flying, lifelink
Creatures entering or dying don't
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[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (W/B) (W/B)

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.)

Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

[sideboard]

3/2

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