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| <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   |
| <div> <div>Alseid of Life's Bounty</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Nymph</div> <div> <div>Lifelink</div> <div>{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Alseid of Life's Bounty</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Nymph</div> <div> <div>Lifelink</div> <div>{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Alseid of Life's Bounty</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Nymph</div> <div> <div>Lifelink</div> <div>{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Alseid of Life's Bounty</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Nymph</div> <div> <div>Lifelink</div> <div>{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |



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

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| <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.                                                                               | <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.                                                                               | <b>Favored Hoplite</b> <span>W</span><br><hr/> Creature -- Human Soldier<br><hr/> 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. <div>1/2</div> | <b>Favored Hoplite</b> <span>W</span><br><hr/> Creature -- Human Soldier<br><hr/> 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. <div>1/2</div> |
| <b>Favored Hoplite</b> <span>W</span><br><hr/> Creature -- Human Soldier<br><hr/> 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. <div>1/2</div> | <b>Favored Hoplite</b> <span>W</span><br><hr/> Creature -- Human Soldier<br><hr/> 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. <div>1/2</div> | <b>Godless Shrine</b><br><hr/> Land -- Plains Swamp<br><hr/> ({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                   | <b>Godless Shrine</b><br><hr/> Land -- Plains Swamp<br><hr/> ({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                   |

## Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)  
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W

---

Enchantment - - Aura

Enchant creature  
Enchanted creature gets +1/+0 and  
has flying.  
{3}{W}: Return this card from your  
graveyard to the battlefield  
attached to target creature.  
Activate only as a sorcery.

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Activate only as a sorcery.

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**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

**B**

Enchantment Creature -- Spirit

**Lifelink**  
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hateful Eidolon

**B**

Enchantment Creature -- Spirit

Lifelink

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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

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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.)

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## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Isteed - Pioneer (Pioneer Super Qualifier)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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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>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                             |
| <div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div>Brain Maggot</div><div><div>1</div><div>B</div></div></div> <div>Enchantment Creature -- Insect</div> <div>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.</div> <div>[sideboard]</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brain Maggot</div><div><div>1</div><div>B</div></div></div> <div>Enchantment Creature -- Insect</div> <div>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.</div> <div>[sideboard]</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dead Weight</div><div><div>B</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets -2/-2.</div> <div>[sideboard]</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           | <div><div>Dead Weight</div><div><div>B</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets -2/-2.</div> <div>[sideboard]</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           |
| <div><div>Hushbringer</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Faerie</div> <div>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</div> <div>[sideboard]</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Hushbringer</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Faerie</div> <div>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</div> <div>[sideboard]</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Hushbringer</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Faerie</div> <div>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</div> <div>[sideboard]</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hushbringer</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Faerie</div> <div>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</div> <div>[sideboard]</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Lurrus of the Dream-Den</b> <span>1</span> <span>W/B</span> <span>W/B</span> </div> <div>           Legendary Creature -- Cat Nightmare         </div> <div>           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.)<br/>           Lifelink<br/>           Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Tomik, Distinguished Advokist</b> <span>W</span> <span>W</span> </div> <div>           Legendary Creature -- Human Advisor         </div> <div>           Flying<br/>           Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control.<br/>           Your opponents can't play land cards from graveyards.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Tomik, Distinguished Advokist</b> <span>W</span> <span>W</span> </div> <div>           Legendary Creature -- Human Advisor         </div> <div>           Flying<br/>           Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control.<br/>           Your opponents can't play land cards from graveyards.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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