

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
Aether Vial (1) Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial (1) Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial (1) Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial (1) Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boromir, Warden of the Tower (2)(W) Legendary Creature -- Human Soldier Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boromir, Warden of the Tower (2)(W) Legendary Creature -- Human Soldier Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo Castle Legendary Land {T}: Add {W}. {W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flowering of the White Tree (W)(W) Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flowering of the White Tree (W)(W) Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flowering of the White Tree (W)(W) Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flowering of the White Tree WW Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury 3RR Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury 3RR Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun 1R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun 1R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun 1R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Isamaru, Hound of Konda W Legendary Creature -- Dog 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kari Zev, Skyship Raider 1R Legendary Creature -- Human Pirate First strike, menace Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kari Zev, Skyship Raider 1R Legendary Creature -- Human Pirate First strike, menace Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kari Zev, Skyship Raider 1R Legendary Creature -- Human Pirate First strike, menace Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kytheon, Hero of Akros W Legendary Creature -- Human Soldier At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control. {2}{W}: Kytheon gains indestructible until end of turn. 2/1 ----- BACK FACE ----- Gideon, Battle-Forged Legendary Planeswalker -- Gideon [+2]: Up to one target creature an opponent controls attacks Gideon during its controller's next turn if able. [+1]: Until your next turn, target creature gains indestructible. Untap that creature. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kytheon, Hero of Akros W Legendary Creature -- Human Soldier At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control. {2}{W}: Kytheon gains indestructible until end of turn. 2/1 ----- BACK FACE ----- Gideon, Battle-Forged Legendary Planeswalker -- Gideon [+2]: Up to one target creature an opponent controls attacks Gideon during its controller's next turn if able. [+1]: Until your next turn, target creature gains indestructible. Untap that creature. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DrPepperIsGreat - Modern (Modern League)

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

Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merry, Esquire of Rohan Legendary Creature -- Halfling Knight Haste Merry has first strike as long as it's equipped. Whenever you attack with Merry and another legendary creature, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merry, Esquire of Rohan Legendary Creature -- Halfling Knight Haste Merry has first strike as long as it's equipped. Whenever you attack with Merry and another legendary creature, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plaza of Heroes

Land

```
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell.
{T}: Add one mana of any color among
legendary permanents you control.
{3}, {T}, Exile this land: Target
legendary creature gains hexproof
and indestructible until end of
turn.
```

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragavan, Nimble Pilferer (R)

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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	Shinka, the Bloodsoaked Keep Legendary Land {T}: Add {R}. {R}, {T}: Target legendary creature gains first strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Skrelv, Defector Mite (W) Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.
 {1}, {T}, Sacrifice this land: Draw
 a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbaked Canyon

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Sunbaked Canyon

Land

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 {1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zurgo Bellstriker

®

Legendary Creature -- Orc Warrior

Zurgo can't block creatures with power 2 or greater.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Moon

®

Enchantment

As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boromir, Warden of the Tower

②⑤

Legendary Creature -- Human Soldier

Vigilance
Whenever an opponent casts a spell,
if no mana was spent to cast it,
counter that spell.

Sacrifice Boromir: Creatures you
control gain indestructible until
end of turn. The Ring tempts you.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boromir, Warden of the Tower (2)(W) Legendary Creature -- Human Soldier Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Stone of Erech1

Legendary Artifact

If a creature an opponent controls would die, exile it instead.
{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.
Draw a card.

[sideboard]

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Stone of Erech1

Legendary Artifact

If a creature an opponent controls would die, exile it instead.
{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wear1R

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

----- RIGHT HALF -----

TearW

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wear1R

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Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

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