

<p>Adeline, Resplendent Cathar (1)(W)(W)</p> <p>Legendary Creature -- Human Knight</p> <p>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.</p> <p>* / 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Adeline, Resplendent Cathar (1)(W)(W)</p> <p>Legendary Creature -- Human Knight</p> <p>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.</p> <p>* / 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Adeline, Resplendent Cathar (1)(W)(W)</p> <p>Legendary Creature -- Human Knight</p> <p>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.</p> <p>* / 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Adeline, Resplendent Cathar (1)(W)(W)</p> <p>Legendary Creature -- Human Knight</p> <p>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.</p> <p>* / 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Anointed Peacekeeper (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p>3 / 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Anointed Peacekeeper (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p>3 / 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Brave the Elements (W)</p> <p>Instant</p> <p>Choose a color. White creatures you control gain protection from the chosen color until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cavern of Souls</p> <p>Land</p> <p>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 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	Extraction Specialist (2)(W) Creature -- Human Rogue Lifelink When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extraction Specialist (2)(W) Creature -- Human Rogue Lifelink When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

{2}{W}, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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 - - -

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

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

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.

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

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{T}: Add {C}.
{1}: This land becomes a 2/2
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Plains

Basic Land -- Plains

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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Fake_Caetano - Pioneer (Pioneer Challenge 32)

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 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Recruitment Officer (W) Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recruitment Officer (W) Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recruitment Officer (W) Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recruitment Officer (W) Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div>Thalia's Lieutenant</div> <div>1W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thalia's Lieutenant</div> <div>1W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thalia's Lieutenant</div> <div>1W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thalia's Lieutenant</div> <div>1W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Anointed Peacekeeper</div> <div>2W</div> <div>Creature -- Human Cleric</div> <div>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Anointed Peacekeeper</div> <div>2W</div> <div>Creature -- Human Cleric</div> <div>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Brave the Elements</div> <div>W</div> <div>Instant</div> <div>Choose a color. White creatures you control gain protection from the chosen color until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Portable Hole

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

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When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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Playtest cards - Fake_Caetano - Pioneer (Pioneer Challenge 32)

sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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