

<div>Adeline, Resplendent Cathar (1)(W)(W)</div> <div>Legendary Creature -- Human Knight</div> <div>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.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Adeline, Resplendent Cathar (1)(W)(W)</div> <div>Legendary Creature -- Human Knight</div> <div>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.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Adeline, Resplendent Cathar (1)(W)(W)</div> <div>Legendary Creature -- Human Knight</div> <div>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.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Adeline, Resplendent Cathar (1)(W)(W)</div> <div>Legendary Creature -- Human Knight</div> <div>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.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Brutal Cathar</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Brutal Cathar</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Brutal Cathar</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Brutal Cathar</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Land

$$\{T\}: \text{Add } \{C\}.$$

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Land

$$\{T\}: \text{Add } \{C\}.$$

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Land

$$\{T\} : \text{Add } \{C\}.$$

{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Creature -- Human Cleric

Flash

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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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

<div> <div> Containment Priest <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Coppercoat Vanguard <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Soldier </div> <div> Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Coppercoat Vanguard <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Soldier </div> <div> Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Coppercoat Vanguard <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Soldier </div> <div> Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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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. <div>2/1</div> 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	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
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<div><div>Hopeful Initiate</div><div>W</div><div>Creature -- Human Warlock</div><div>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.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kytheon, Hero of Akros</div><div>W</div><div>Legendary Creature -- Human Soldier</div><div>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.</div><div>2/1</div><div>----- BACK FACE -----</div><div><div>Gideon, Battle-Forged</div><div>Legendary Planeswalker -- Gideon</div><div>[+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.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Mutavault</div><div>Land</div><div>{T}: Add {C}. {1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mutavault</div><div>Land</div><div>{T}: Add {C}. {1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recruitment Officer

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.

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Thalia, Guardian of Thraben (1)(W)

Legendary Creature -- Human Soldier

First strike

```
Noncreature spells cost {1} more to
cast.
```

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<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>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>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>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>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>

Extraction Specialist (2)(W) Creature -- Human Rogue <hr/> 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. [sideboard] <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Extraction Specialist (2)(W) Creature -- Human Rogue <hr/> 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. [sideboard] <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Extraction Specialist (2)(W) Creature -- Human Rogue <hr/> 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. [sideboard] <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Imposing Sovereign (1)(W) Creature -- Human Noble <hr/> Creatures your opponents control enter tapped. [sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Imposing Sovereign (1)(W) Creature -- Human Noble <hr/> Creatures your opponents control enter tapped. [sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Phyrexian Censor (2)(W) Creature -- Phyrexian Wizard <hr/> Each player can't cast more than one non-Phyrexian spell each turn. Non-Phyrexian creatures enter tapped. [sideboard] <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Phyrexian Censor (2)(W) Creature -- Phyrexian Wizard <hr/> Each player can't cast more than one non-Phyrexian spell each turn. Non-Phyrexian creatures enter tapped. [sideboard] <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Portable Hole (W) Artifact <hr/> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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Playtest cards - iThe Dell - Pioneer (Pioneer League)

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