

<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>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Cavern of Souls</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest1W</div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Containment Priest1W</div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest1W</div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest1W</div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Coppercoat Vanguard1W</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Coppercoat Vanguard (1)(W)</p> <p>Creature -- Human Soldier</p> <p>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}.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Coppercoat Vanguard (1)(W)</p> <p>Creature -- Human Soldier</p> <p>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}.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Coppercoat Vanguard (1)(W)</p> <p>Creature -- Human Soldier</p> <p>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}.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dauntless Bodyguard (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Dauntless Bodyguard (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dauntless Bodyguard (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dauntless Bodyguard (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Declaration in Stone (1)(W)</p> <p>Sorcery</p> <p>Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Alloran - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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	Hopeful Initiate W Creature -- Human Warlock 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	Hopeful Initiate W Creature -- Human Warlock 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
Hopeful Initiate W Creature -- Human Warlock 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	Hopeful Initiate W Creature -- Human Warlock 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	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	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

Playtest cards - Alloran - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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

{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

{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

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

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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

<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>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>Recruitment Officer</div> <div>Creature -- Human Soldier</div> <div><div>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><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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	Shefet Dunes Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {W}. {2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery. 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

<div><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></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><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></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><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></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><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></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><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Brave the Elements</div><div><div>W</div></div></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><div>Brave the Elements</div><div><div>W</div></div></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><div>Brave the Elements</div><div><div>W</div></div></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><div>Declaration in Stone</div><div><div>1</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Each player can't draw more than one card each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

otbox.dev

① W

Each player can't draw more than one card each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

otbox.dev

① ② W

Each player can't draw more than one card each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ootbox.dev

