

<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>
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Cavern of Souls

Land

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.

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① ② W

Creature -- Human Cleric

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

2/2

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Playtest cards - Cygnus - Pioneer (Pioneer League)

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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> 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> 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> 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> 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> Dauntless Bodyguard <div> <div>W</div> </div> </div> <div> Creature -- Human Knight </div> <div> As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dauntless Bodyguard <div> <div>W</div> </div> </div> <div> Creature -- Human Knight </div> <div> As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dauntless Bodyguard <div> <div>W</div> </div> </div> <div> Creature -- Human Knight </div> <div> As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dauntless Bodyguard <div> <div>W</div> </div> </div> <div> Creature -- Human Knight </div> <div> As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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.	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.	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.	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.
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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.

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Plains

Basic Land -- Plains

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

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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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<div><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></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><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></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><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></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><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></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>
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