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

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*/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Ardenvale

Land

This land enters tapped unless you control a Plains.
{T}: Add {W}.
{2}{W}{W}, {T}: Create a 1/1 white Human creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Ardenvale

Land

This land enters tapped unless you control a Plains.
{T}: Add {W}.
{2}{W}{W}, {T}: Create a 1/1 white Human creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coppercoat Vanguard {1}{W}

Creature -- Human Soldier

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}.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Arkany1 - Pioneer (Pioneer League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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2/2

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

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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

Elite Spellbinder {2}{W}

Creature -- Human Cleric

Flying
When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/1

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

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fateful Absence {1}{W}

Instant

Destroy target creature or planeswalker. Its controller investigates. (They create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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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

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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

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Arkany1 - Pioneer (Pioneer League) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

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.

2/1

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Thalia's Lieutenant {1}{W}

Creature -- Human Soldier

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brave the Elements {W}

Instant

Choose a color. White creatures you control gain protection from the chosen color until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brave the Elements {W}

Instant

Choose a color. White creatures you control gain protection from the chosen color until end of turn.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brutal Cathar

Card

[sideboard]

- - - OTHER FACE - - -

Brutal Cathar

Card

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Brutal Cathar

Card

[sideboard]

- - - OTHER FACE - - -

Brutal Cathar

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brutal Cathar

Card

[sideboard]

- - - OTHER FACE - - -

Brutal Cathar

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

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

[sideboard]

2/2

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[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fateful Absence {1}{W}

Instant

Destroy target creature or planeswalker. Its controller investigates. (They create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portable Hole {W}

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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Portable Hole (W)

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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