

<div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature</div> <div>-- Human Knight</div> </div> </div> <div> <div>Vigilance</div> <div>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> <div> <div> <div>*/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature</div> <div>-- Human Knight</div> </div> </div> <div> <div>Vigilance</div> <div>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> <div> <div> <div>*/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature</div> <div>-- Human Knight</div> </div> </div> <div> <div>Vigilance</div> <div>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> <div> <div> <div>*/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature</div> <div>-- Cat Warrior</div> </div> </div> <div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> </div> <div> <div> <div>1/2</div> </div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Ajani, Nacatl Avenger</div> </div> <div> <div> <div>Legendary Planeswalker</div> <div>-- Ajani</div> </div> </div> <div> <div>[+2]: Put a +1/+1 counter on each Cat you control.</div> <div>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</div> <div>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div> </div> <div> <div> <div>L 3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Playtest cards - Puff-Sun - Modern (Modern 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 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Eiganjo, Seat of the Empire</div><div>Legendary Land</div><div><p>{T}: Add {W}.</p><p>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.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flowering of the White Tree (W)(W)</div><div>Legendary Enchantment</div><div><p>Legendary creatures you control get +2/+1 and have ward {1}.</p><p>Nonlegendary creatures you control get +1/+1.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flowering of the White Tree (W)(W)</div><div>Legendary Enchantment</div><div><p>Legendary creatures you control get +2/+1 and have ward {1}.</p><p>Nonlegendary creatures you control get +1/+1.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flowering of the White Tree (W)(W)</div><div>Legendary Enchantment</div><div><p>Legendary creatures you control get +2/+1 and have ward {1}.</p><p>Nonlegendary creatures you control get +1/+1.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Force of Virtue (2)(W)(W)</div> <div>Enchantment</div> <div>If it's not your turn, you may exile a white card from your hand rather than pay this spell's mana cost. Flash Creatures you control get +1/+1.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Isamaru, Hound of Konda (W)</div> <div>Legendary Creature -- Dog</div> <div></div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Isamaru, Hound of Konda (W)</div> <div>Legendary Creature -- Dog</div> <div></div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Isamaru, Hound of Konda (W)</div> <div>Legendary Creature -- Dog</div> <div></div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Kytheon, Hero of Akros (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>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. [8]: 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 PLAY botbox.dev</div>	<div>Kytheon, Hero of Akros (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>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. [8]: 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 PLAY botbox.dev</div>	<div>Kytheon, Hero of Akros (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>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. [8]: 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 PLAY botbox.dev</div>	<div>Kytheon, Hero of Akros (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>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. [8]: 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 PLAY botbox.dev</div>

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

①

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

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Solitude (3)(W)(W) Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. <div>3/2</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

<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>--- BACK FACE ---</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>--- BACK FACE ---</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>--- BACK FACE ---</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>--- BACK FACE ---</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Boromir, Warden of the Tower (2)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Boromir, Warden of the Tower (2)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Celestial Purge (1)(W)</p> <p>Instant</p> <p>Exile target black or red permanent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Celestial Purge (1)(W)</p> <p>Instant</p> <p>Exile target black or red permanent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Puff-Sun - Modern (Modern 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 8/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Celestial Purge</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Exile target black or red permanent.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Kataki, War's Wage</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Spirit</div> <div>All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}."</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kataki, War's Wage</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Spirit</div> <div>All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}."</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards.</div> <div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards.</div> <div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Suppression Field</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Activated abilities cost {2} more to activate unless they're mana abilities.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Suppression Field</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Activated abilities cost {2} more to activate unless they're mana abilities.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Suppression Field</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Activated abilities cost {2} more to activate unless they're mana abilities.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	
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