

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	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	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	Battlefield Raptor (W) Creature -- Bird Flying, first strike 1 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Intrepid Adversary 1 W Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kabira Takedown 1 W Instant Kabira Takedown deals damage equal to the number of creatures you control to target creature or planeswalker. BACK FACE Kabira Plateau Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kabira Takedown 1 W Instant Kabira Takedown deals damage equal to the number of creatures you control to target creature or planeswalker. BACK FACE Kabira Plateau Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luminarch Aspirant 1 W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paladin Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Spells your opponents cast during your turn cost {1} more to cast. {2}{W}: Level 2 Creatures you control get +1/+1. {4}{W}: Level 3 Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Spells your opponents cast during your turn cost {1} more to cast. {2}{W}: Level 2 Creatures you control get +1/+1. {4}{W}: Level 3 Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Spells your opponents cast during your turn cost {1} more to cast. {2}{W}: Level 2 Creatures you control get +1/+1. {4}{W}: Level 3 Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Usher of the Fallen W Creature -- Spirit Warrior Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token. (Activate only if this creature attacked this turn and only once each turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elite Spellbinder 2W 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. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elite Spellbinder 2W 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. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elite Spellbinder 2W 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. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fateful Absence 1W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Portable Hole Ⓢ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole Ⓢ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole Ⓢ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole Ⓢ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition 1W

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sideboard]

2/2

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