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| <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>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>*/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>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>*/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>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>*/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>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>*/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Cavern of Souls</div> <div>Land</div> </div> <div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                          | <div> <div>Cavern of Souls</div> <div>Land</div> </div> <div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                          | <div> <div>Coppercoat Vanguard</div> <div> <div>1</div> <div>W</div> </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 PLAYbotbox.dev</div> </div>                                                                                       | <div> <div>Coppercoat Vanguard</div> <div> <div>1</div> <div>W</div> </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 PLAYbotbox.dev</div> </div>                                                                                       |

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| <p><b>Coppercoat Vanguard</b> (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><b>Coppercoat Vanguard</b> (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><b>Dauntless Bodyguard</b> (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><b>Dauntless Bodyguard</b> (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><b>Dauntless Bodyguard</b> (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><b>Dauntless Bodyguard</b> (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><b>Declaration in Stone</b> (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> | <p><b>Eiganjo, Seat of the Empire</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><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><div><div>Fortified Beachhead</div><div>Land</div><div><p>As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.</p><p>{T}: Add {W} or {U}.</p><p>{5}, {T}: Soldiers you control get +1/+1 until end of turn.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fortified Beachhead</div><div>Land</div><div><p>As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.</p><p>{T}: Add {W} or {U}.</p><p>{5}, {T}: Soldiers you control get +1/+1 until end of turn.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fortified Beachhead</div><div>Land</div><div><p>As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.</p><p>{T}: Add {W} or {U}.</p><p>{5}, {T}: Soldiers you control get +1/+1 until end of turn.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Fortified Beachhead</div><div>Land</div><div><p>As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.</p><p>{T}: Add {W} or {U}.</p><p>{5}, {T}: Soldiers you control get +1/+1 until end of turn.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><p>{T}: Add {W} or {U}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><p>{T}: Add {W} or {U}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><p>{T}: Add {W} or {U}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |

## Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

W

Creature -- Human Warlock

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)  
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

ⓧ Ⓢ

Creature -- Bird Bard

Flying  
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧⓊ

Creature -- Bird Bard

Flying  
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(U)

Creature -- Bird Bard

Flying  
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

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| <b>Mockingbird</b>  <br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                             |
| <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                              | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                | <b>Recruitment Officer</b> <br>Creature -- Human Soldier<br>{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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Recruitment Officer</b> <span>(W)</span><br>Creature -- Human Soldier<br>{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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Recruitment Officer</b> <span>(W)</span><br>Creature -- Human Soldier<br>{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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Recruitment Officer</b> <span>(W)</span><br>Creature -- Human Soldier<br>{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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Reflector Mage</b> <span>(1)(W)(U)</span><br>Creature -- Human Wizard<br>When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Reflector Mage</b> <span>(1)(W)(U)</span><br>Creature -- Human Wizard<br>When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                         | <b>Reflector Mage</b> <span>(1)(W)(U)</span><br>Creature -- Human Wizard<br>When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                         | <b>Reflector Mage</b> <span>(1)(W)(U)</span><br>Creature -- Human Wizard<br>When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                         | <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                            |

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| <b>Seachrome Coast</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.                           | <b>Seachrome Coast</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.                           | <b>Seachrome Coast</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.                           | <b>Thalia, Guardian of Thraben</b> ①②<br><hr/> Legendary Creature -- Human Soldier<br><hr/> First strike<br>Noncreature spells cost {1} more to cast. <div>2/1</div>                    |
| <b>Thalia, Guardian of Thraben</b> ①②<br><hr/> Legendary Creature -- Human Soldier<br><hr/> First strike<br>Noncreature spells cost {1} more to cast. <div>2/1</div> | <b>Thalia, Guardian of Thraben</b> ①②<br><hr/> Legendary Creature -- Human Soldier<br><hr/> First strike<br>Noncreature spells cost {1} more to cast. <div>2/1</div> | <b>Thalia, Guardian of Thraben</b> ①②<br><hr/> Legendary Creature -- Human Soldier<br><hr/> First strike<br>Noncreature spells cost {1} more to cast. <div>2/1</div> | <b>Thalia, Heretic Cathar</b> ②③<br><hr/> Legendary Creature -- Human Soldier<br><hr/> First strike<br>Creatures and nonbasic lands your opponents control enter tapped. <div>3/2</div> |

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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.<br/>Whenever another Human you control enters, put a +1/+1 counter on this creature.</div><div>1/1</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.<br/>Whenever another Human you control enters, put a +1/+1 counter on this creature.</div><div>1/1</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.<br/>Whenever another Human you control enters, put a +1/+1 counter on this creature.</div><div>1/1</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.<br/>Whenever another Human you control enters, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                    |
| <div><div>Anointed Peacekeeper</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Human Cleric</div><div>Vigilance<br/>As this creature enters, look at an opponent's hand, then choose any card name.<br/>Spells your opponents cast with the chosen name cost {2} more to cast.<br/>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Anointed Peacekeeper</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Human Cleric</div><div>Vigilance<br/>As this creature enters, look at an opponent's hand, then choose any card name.<br/>Spells your opponents cast with the chosen name cost {2} more to cast.<br/>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brave the Elements</div><div><div>W</div></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><div>Brutal Cathar</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Human Soldier Werewolf</div><div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>[sideboard]</div><div>2/2</div><div>-----<br/>-- BACK FACE --</div><div><div>Moonrage Brute</div><div>Creature -- Werewolf</div><div>First strike<br/>Ward--Pay 3 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <b>Brutal Cathar</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Soldier Werewolf         </div> <div> <p>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> <div>2/2</div> <div>----- BACK FACE -----</div> <div> <b>Moonrage Brute</b> </div> <div>           Creature -- Werewolf         </div> <div> <p>First strike</p> <p>Ward--Pay 3 life.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Containment Priest</b> <span>1</span><span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Flash</p> <p>If a nontoken creature would enter and it wasn't cast, exile it instead.</p> <p>[sideboard]</p> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>              | <div> <b>Containment Priest</b> <span>1</span><span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Flash</p> <p>If a nontoken creature would enter and it wasn't cast, exile it instead.</p> <p>[sideboard]</p> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>              | <div> <b>Extraction Specialist</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Rogue         </div> <div> <p>Lifelink</p> <p>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.</p> <p>[sideboard]</p> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Extraction Specialist</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Rogue         </div> <div> <p>Lifelink</p> <p>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.</p> <p>[sideboard]</p> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Portable Hole</b> <span>W</span> </div> <div>           Artifact         </div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Portable Hole</b> <span>W</span> </div> <div>           Artifact         </div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Rest in Peace</b> <span>1</span><span>W</span> </div> <div>           Enchantment         </div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                              |

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| <div> <div> <b>Zephyr Sentinel</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> Flash<br/> Flying<br/> When this creature enters, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on this creature. </div> <div> <div>[sideboard]</div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div> </div> | <div> <div> <b>Zephyr Sentinel</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> Flash<br/> Flying<br/> When this creature enters, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on this creature. </div> <div> <div>[sideboard]</div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div> </div> | <div> <div> <b>Zephyr Sentinel</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> Flash<br/> Flying<br/> When this creature enters, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on this creature. </div> <div> <div>[sideboard]</div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div> </div> |  |
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