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| <div>Adeline, Resplendent Cathar (1)(W)(W)</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>* / 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<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>* / 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<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>* / 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<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>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Brightclimb Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>----- BACK FACE -----</div> <div>Grimclimb Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                    | <div>Brightclimb Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>----- BACK FACE -----</div> <div>Grimclimb Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                    | <div>Brightclimb Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>----- BACK FACE -----</div> <div>Grimclimb Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                    | <div>Brightclimb Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>----- BACK FACE -----</div> <div>Grimclimb Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                    |

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| <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           |
| <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Dire Tactics</b> (W)(B)</p> <p>Instant</p> <p>Exile target creature. If you don't control a Human, you lose life equal to that creature's toughness.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                             | <p><b>Dire Tactics</b> (W)(B)</p> <p>Instant</p> <p>Exile target creature. If you don't control a Human, you lose life equal to that creature's toughness.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                             |

Playtest cards - Necrobargain - Pioneer (\$10K RCQ - Pioneer - SCG CON Washington DC - Sund

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

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.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
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| <div> <div>Dire Tactics</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature. If you don't control a Human, you lose life equal to that creature's toughness.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                       | <div> <div>Dire Tactics</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature. If you don't control a Human, you lose life equal to that creature's toughness.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                | <div> <div>Eiganjo, Seat of the Empire</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {W}.<br/>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Extraction Specialist</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Rogue</div> <div> <p>Lifelink<br/>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> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Extraction Specialist</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Rogue</div> <div> <p>Lifelink<br/>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> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>General Kudro of Drannith</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Soldier</div> <div> <p>Other Humans you control get +1/+1. Whenever General Kudro or another Human you control enters, exile target card from an opponent's graveyard.<br/>{2}, Sacrifice two Humans: Destroy target creature with power 4 or greater.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Godless Shrine</div> </div> <div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                   |

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)  
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

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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 - - -

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Token Land

```
{T}: Add {C}.
{1}: This token 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

## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token 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

## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

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.

2/1

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Recruitment Officer**

W

Creature -- Human Soldier

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2/1

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.

2/1

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| <div><div>Thalia, Guardian of Thraben</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Human Soldier</div> <div>First strike</div> <div>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div><div>Thalia, Guardian of Thraben</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Human Soldier</div> <div>First strike</div> <div>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div><div>Thalia, Guardian of Thraben</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Human Soldier</div> <div>First strike</div> <div>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div><div>Thalia, Guardian of Thraben</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Human Soldier</div> <div>First strike</div> <div>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         |
| <div><div>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control.</div> <div>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>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control.</div> <div>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>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control.</div> <div>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>Thalia's Lieutenant</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Soldier</div> <div>When this creature enters, put a +1/+1 counter on each other Human you control.</div> <div>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> |

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| <b>Veteran Survivor</b> <span>(W)</span><br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Veteran Survivor</b> <span>(W)</span><br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Veteran Survivor</b> <span>(W)</span><br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Veteran Survivor</b> <span>(W)</span><br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Aven Interrupter</b> <span>(1)(W)(W)</span><br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                     | <b>Aven Interrupter</b> <span>(1)(W)(W)</span><br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                     | <b>Fatal Push</b> <span>(B)</span><br>Instant<br>Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br>[sideboard]                                                                                                                                                                                                | <b>Fatal Push</b> <span>(B)</span><br>Instant<br>Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br>[sideboard]                                                                                                                                                                                                |

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| <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reidane, God of the Worthy</div><div>2W</div><div>Legendary Creature -- God</div><div>Flying, vigilance<br/>Snow lands your opponents control enter tapped.<br/>Noncreature spells your opponents cast with mana value 4 or greater cost {2} more to cast.</div><div>[sideboard]</div><div>2/3</div><div>----- BACK FACE -----</div><div><div>Valkmira, Protector's Shield</div><div>3W</div><div>Legendary Artifact</div><div>If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage.<br/>Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Reidane, God of the Worthy</div><div>2W</div><div>Legendary Creature -- God</div><div>Flying, vigilance<br/>Snow lands your opponents control enter tapped.<br/>Noncreature spells your opponents cast with mana value 4 or greater cost {2} more to cast.</div><div>[sideboard]</div><div>2/3</div><div>----- BACK FACE -----</div><div><div>Valkmira, Protector's Shield</div><div>3W</div><div>Legendary Artifact</div><div>If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage.<br/>Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div>Rest in Peace</div><div>1W</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Rest in Peace</div><div>1W</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Rest in Peace</div><div>1W</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

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