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| <div> Adeline, Resplendent Cathar 1WW </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 1WW </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> Botanical Sanctum </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                              | <div> Botanical Sanctum </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                              |
| <div> Branchloft Pathway </div> <div> Land </div> <div> {T}: Add {G}. </div> <div> -- -- BACK FACE -- -- </div> <div> Boulderloft Pathway </div> <div> Land </div> <div> {T}: Add {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                      | <div> Branchloft Pathway </div> <div> Land </div> <div> {T}: Add {G}. </div> <div> -- -- BACK FACE -- -- </div> <div> Boulderloft Pathway </div> <div> Land </div> <div> {T}: Add {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                      | <div> Collected Company 36 </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Collected Company 36 </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - Paskardi - Pioneer (Pioneer Challenge)

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

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| <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                     | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                     | <div> <div>Experiment One</div> <div> <div>6</div> </div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)<br/>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Experiment One</div> <div> <div>6</div> </div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)<br/>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Experiment One</div> <div> <div>6</div> </div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)<br/>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Experiment One</div> <div> <div>6</div> </div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)<br/>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hallowed Fountain</div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)<br/>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 PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                            | <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                  |

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| <div><div><b>Katilda, Dawnhart Prime</b> <span>GW</span></div><div>Legendary Creature -- Human Warlock</div><div>Protection from Werewolves<br/>Human creatures you control have "{T}": Add one mana of any of this creature's colors."<br/>{4}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Lagrella, the Magpie</b> <span>GWU</span></div><div>Legendary Creature -- Human Soldier</div><div>When Lagrella enters, exile any number of other target creatures controlled by different players until Lagrella leaves the battlefield. When an exiled card enters under your control this way, put two +1/+1 counters on it.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Mana Confluence</b></div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><b>Mana Confluence</b></div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |
| <div><div><b>Mantis Rider</b> <span>URW</span></div><div>Creature -- Human Monk</div><div>Flying, vigilance, haste</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div><b>Mantis Rider</b> <span>URW</span></div><div>Creature -- Human Monk</div><div>Flying, vigilance, haste</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><b>Mantis Rider</b> <span>URW</span></div><div>Creature -- Human Monk</div><div>Flying, vigilance, haste</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Mantis Rider</b> <span>URW</span></div><div>Creature -- Human Monk</div><div>Flying, vigilance, haste</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Overgrown Farmland</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                         | <div>Reflector Mage</div> <div>1WU</div> <div>Creature -- Human Wizard</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Reflector Mage</div> <div>1WU</div> <div>Creature -- Human Wizard</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Reflector Mage</div> <div>1WU</div> <div>Creature -- Human Wizard</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Reflector Mage</div> <div>1WU</div> <div>Creature -- Human Wizard</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Secluded Courtyard</div> <div>Land</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 or activate an ability of a creature source of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>     | <div>Secluded Courtyard</div> <div>Land</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 or activate an ability of a creature source of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>     |

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| <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Thalia, Guardian of Thraben 1W</div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         | <b>Thalia, Heretic Cathar</b> (2)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Creatures and nonbasic lands your opponents control enter tapped.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                           |

Playtest cards - Paskardi - Pioneer (Pioneer Challenge)

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| <div>Thraben Inspector</div> <div>W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thraben Inspector</div> <div>W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thraben Inspector</div> <div>W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tomik, Distinguished Advokist</div> <div>WW</div> <div>Legendary Creature -- Human Advisor</div> <div>Flying<br/>Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control.<br/>Your opponents can't play land cards from graveyards.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Unclaimed Territory</div> <div>Land</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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Unclaimed Territory</div> <div>Land</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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Unclaimed Territory</div> <div>Land</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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Unclaimed Territory</div> <div>Land</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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             |

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| <b>Werewolf Pack Leader</b> (G)(G)<br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Werewolf Pack Leader</b> (G)(G)<br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev         | <b>Werewolf Pack Leader</b> (G)(G)<br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev         | <b>Werewolf Pack Leader</b> (G)(G)<br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Deafening Silence</b> (W)<br>Enchantment<br>Each player can't cast more than one noncreature spell each turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        | <b>Dromoka's Command</b> (G)(W)<br>Instant<br>Choose two --<br>* Prevent all damage target instant or sorcery spell would deal this turn.<br>* Target player sacrifices an enchantment of their choice.<br>* Put a +1/+1 counter on target creature.<br>* Target creature you control fights target creature you don't control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dromoka's Command</b> (G)(W)<br>Instant<br>Choose two --<br>* Prevent all damage target instant or sorcery spell would deal this turn.<br>* Target player sacrifices an enchantment of their choice.<br>* Put a +1/+1 counter on target creature.<br>* Target creature you control fights target creature you don't control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elite Spellbinder</b> (2)(W)<br>Creature -- Human Cleric<br>Flying<br>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.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  |

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| <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Izzet Staticaster</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Flash (You may cast this spell any time you could cast an instant.)</div> <div>Haste</div> <div>{T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature.</div> <div>[sideboard]</div> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>            | <div> <div>Izzet Staticaster</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Flash (You may cast this spell any time you could cast an instant.)</div> <div>Haste</div> <div>{T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature.</div> <div>[sideboard]</div> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Kambal, Consul of Allocation</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Advisor</div> <div> <div>Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Kambal, Consul of Allocation</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Advisor</div> <div> <div>Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                 | <div> <div>Lavinia, Azorius Renegade</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Human Soldier</div> <div> <div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.</div> <div>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Portable Hole</div> <div> <div>W</div> </div> </div> <div> <div>Artifact</div> <div> <div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                               | <div> <div>Portable Hole</div> <div> <div>W</div> </div> </div> <div> <div>Artifact</div> <div> <div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                 |

Reidane, God of the Worthy

Card

[sideboard]

----- OTHER FACE -----

Reidane, God of the Worthy

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Reidane, God of the Worthy

Card

[sideboard]

----- OTHER FACE -----

Reidane, God of the Worthy

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thalia, Heretic Cathar 2W

Legendary Creature -- Human Soldier

First strike  
Creatures and nonbasic lands your  
opponents control enter tapped.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev