

Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bomat Courier Artifact Creature -- Construct Haste Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.) {R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bonehoard Dracosaur Creature -- Dinosaur Dragon Flying, first strike At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broadside Bombardiers Creature -- Goblin Pirate Menace, haste Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burst Lightning Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cori-Steel Cutter 1 R Artifact -- Equipment Equipped creature gets +1/+1 and has trample and haste. Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.) Equip {1}{R} 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detective's Phoenix 2 R Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruptor Flute 2 Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon's Rage Channeler R Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwarven Mine Land -- Mountain {T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanged Flames 1 R Sorcery Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Confluence 2RR Sorcery Choose three. You may choose the same mode more than once. * Fiery Confluence deals 1 damage to each creature. * Fiery Confluence deals 2 damage to each opponent. * Destroy target artifact. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flame Slash R Sorcery Flame Slash deals 4 damage to target creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flare of Duplication 1RR Instant You may sacrifice a nontoken red creature rather than pay this spell's mana cost. Copy target instant or sorcery spell. You may choose new targets for the copy. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury 3RR Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Blast R Instant Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Discharge R Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gau, Feral Youth 1 R Legendary Creature -- Human Berserker Rage -- Whenever Gau attacks, put a +1/+1 counter on it. At the beginning of each end step, if a card left your graveyard this turn, Gau deals damage equal to its power to each opponent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostfire Slice 2 R Instant Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Lavamancer R Creature -- Human Wizard {R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hammerheim Legendary Land {T}: Add {R}. {T}: Target creature loses all landwalk abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hexing Squelcher 1 R Creature -- Goblin Sorcerer This spell can't be countered. Ward--Pay 2 life. Spells you control can't be countered. Other creatures you control have "Ward--Pay 2 life." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun 1 R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kellan, Planar Trailblazer R Legendary Creature -- Human Faerie Scout {1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn." {2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laelia, the Blade Reforged 2R Legendary Creature -- Spirit Warrior Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Spike R Sorcery -- Arcane Lava Spike deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithomantic Barrage R Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Magda, the Hoardmaster 1R Legendary Creature -- Dwarf Berserker Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon 2R Creature -- Human Wizard Nonbasic lands are Mountains. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mine Collapse 3R Instant If it's your turn, you may sacrifice a Mountain rather than pay this spell's mana cost. Mine Collapse deals 5 damage to target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Bauble 0 Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Palantír of Orthanc (3) Legendary Artifact At the beginning of your end step, put an influence counter on Palantír of Orthanc and scry 2. Then target opponent may have you draw a card. If that player doesn't, you mill X cards, where X is the number of influence counters on Palantír of Orthanc, and that player loses life equal to the total mana value of those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Party Thrasher (1)(R) Creature -- Lizard Wizard Noncreature spells you cast from exile have convoke. (Each creature you tap while casting a noncreature spell from exile pays for {1} or one mana of that creature's color.) At the beginning of your first main phase, you may discard a card. If you do, exile the top two cards of your library, then choose one of them. You may play that card this turn. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Furnace (1) Artifact {T}: Exile the bottom card of target player's graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plasma Bolt (R) Sorcery Plasma Bolt deals 2 damage to any target. Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Play with Fire (R) Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyrogoyf (3)(R) Creature -- Lhurgoyf Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyrokinesis (4)(R)(R) Instant You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- ```
* Counter target blue spell.
* Destroy target blue permanent.
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{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

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This spell can't be countered.  
Rending Volley deals 4 damage to  
target white or blue creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

- {T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy all nonbasic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

- {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Target player exiles a card
from their graveyard.
{1}, Sacrifice this artifact: Exile
target card from a graveyard. Draw a
card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haste  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

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| <div> <b>Seal of Fire</b> <span>(R)</span> </div> <div>           Enchantment         </div> <div>           Sacrifice this enchantment: It deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                               | <div> <b>Seasoned Pyromancer</b> <span>(1)(R)(R)</span> </div> <div>           Creature -- Human Shaman         </div> <div>           When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.<br/>           {3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens.         </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Shatterskull Smashing</b> <span>(X)(R)(R)</span> </div> <div>           Sorcery         </div> <div>           Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.         </div> <div> <div>----- BACK FACE -----</div> <div> <b>Shatterskull, the Hammer Pass</b> </div> <div>           Land         </div> <div>           As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>           {T}: Add {R}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Shock</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Shock deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                       |
| <div> <b>Sokenzan, Crucible of Defiance</b> </div> <div>           Legendary Land         </div> <div>           {T}: Add {R}.<br/>           Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.         </div> <div> <div>3/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Spider-Punk</b> <span>(1)(R)</span> </div> <div>           Legendary Creature -- Spider Human Hero         </div> <div>           Riot (This creature enters with your choice of a +1/+1 counter or haste.) Other Spiders you control have riot. Spells and abilities can't be countered.<br/>           Damage can't be prevented.         </div> <div> <div>2/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                | <div> <b>Synth Eradicator</b> <span>(2)(R)</span> </div> <div>           Artifact Creature -- Synth Soldier         </div> <div>           Haste<br/>           Whenever this creature attacks, exile the top card of your library. You may get {E}{E} (two energy counters). If you don't, you may play that card this turn.<br/>           {T}, Pay {E}{E}{E}: This creature deals 3 damage to any target.         </div> <div> <div>3/3</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                | <div> <b>Tarfire</b> <span>(R)</span> </div> <div>           Kindred Instant -- Goblin         </div> <div>           Tarfire deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div>Tectonic Edge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land.<br/>Activate only if an opponent<br/>controls four or more lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <div>Tersa Lightshatter</div> <div>Legendary Creature -- Orc Wizard</div> <div>Haste<br/>When Tersa Lightshatter enters,<br/>discard up to two cards, then draw<br/>that many cards.<br/>Whenever Tersa Lightshatter attacks,<br/>if there are seven or more cards in<br/>your graveyard, exile a card at<br/>random from your graveyard. You may<br/>play that card this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tower of the Magistrate</div> <div>Land</div> <div>{T}: Add {C}.<br/>{1}, {T}: Target creature gains<br/>protection from artifacts until end<br/>of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div>Unholy Heat</div> <div>Instant</div> <div>Unholy Heat deals 2 damage to target<br/>creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6<br/>damage instead if there are four or<br/>more card types among cards in your<br/>graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             |
| <div>Unlicensed Hearse</div> <div>Artifact -- Vehicle</div> <div>{T}: Exile up to two target cards<br/>from a single graveyard.<br/>Unlicensed Hearse's power and<br/>toughness are each equal to the<br/>number of cards exiled with it.<br/>Crew 2</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Untimely Malfunction</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target artifact.<br/>* Change the target of target spell<br/>or ability with a single target.<br/>* One or two target creatures can't<br/>block this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Urza's Bauble</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Look<br/>at a card at random in target<br/>player's hand. You draw a card at<br/>the beginning of the next turn's<br/>upkeep.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}:<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>War Room</div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wild Slash</div> <div>Instant</div> <div>Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Winter Moon</div> <div>Artifact</div> <div>Players can't untap more than one nonbasic land during their untap steps.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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