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| <p><b>Ardyn, the Usurper</b> (5)(B)(B)(B)</p> <p>Legendary Creature -- Elder Human Noble</p> <p>Demons you control have menace, lifelink, and haste.<br/> Starscourge -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ardyn, the Usurper</b> (5)(B)(B)(B)</p> <p>Legendary Creature -- Elder Human Noble</p> <p>Demons you control have menace, lifelink, and haste.<br/> Starscourge -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Awaken the Honored Dead</b> (B)(G)(U)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target nonland permanent.<br/> II -- Mill three cards.<br/> III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Awaken the Honored Dead</b> (B)(G)(U)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target nonland permanent.<br/> II -- Mill three cards.<br/> III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Awaken the Honored Dead</b> (B)(G)(U)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target nonland permanent.<br/> II -- Mill three cards.<br/> III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                       | <p><b>Awaken the Honored Dead</b> (B)(G)(U)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target nonland permanent.<br/> II -- Mill three cards.<br/> III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                       | <p><b>Bitter Triumph</b> (1)(B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                 | <p><b>Bitter Triumph</b> (1)(B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                 |

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| <div><div><div><b>Bitter Triumph</b></div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Blooming Marsh</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div><div><b>Blooming Marsh</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div><div><b>Botanical Sanctum</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                       |
| <div><div><div><b>Botanical Sanctum</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div><div><b>Botanical Sanctum</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Botanical Sanctum</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div></div><div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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>Bringer of the Last Gift6BB</div><div>Creature -- Vampire Demon</div><div>Flying<br/>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div>Bringer of the Last Gift6BB</div><div>Creature -- Vampire Demon</div><div>Flying<br/>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bringer of the Last Gift6BB</div><div>Creature -- Vampire Demon</div><div>Flying<br/>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bringer of the Last Gift6BB</div><div>Creature -- Vampire Demon</div><div>Flying<br/>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cache Grab1G</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Cache Grab</b> <span>16</span> </div> <div> Instant </div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Cache Grab</b> <span>16</span> </div> <div> Instant </div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>     | <div> <b>Cavern of Souls</b> </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                         | <div> <b>Cavern of Souls</b> </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                         |
| <div> <b>Cavern of Souls</b> </div> <div> Land </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                           | <div> <b>Marang River Regent</b> <span>4UU</span> </div> <div> Creature -- Dragon </div> <div> <p>Flying<br/> When this creature enters, return up to two other target nonland permanents to their owners' hands.</p> <div>6/7</div> <p>----- ADVENTURE -----</p> <div> <b>Coil and Catch</b> <span>3U</span> </div> <div> Instant -- Omen </div> <div> <p>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Oblivious Bookworm</b> <span>GU</span> </div> <div> Creature -- Human Wizard </div> <div> <p>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.</p> </div> <div> <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Oblivious Bookworm</b> <span>GU</span> </div> <div> Creature -- Human Wizard </div> <div> <p>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.</p> </div> <div> <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Oblivious Bookworm</b> (G)(U)<br><hr/> Creature -- Human Wizard<br><hr/> <p>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                        | <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/> Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/> Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/> Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/> Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Smuggler's Surprise</b> (G)<br><hr/> Instant<br><hr/> <p>Spree (Choose one or more additional costs.)<br/> + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.<br/> + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.<br/> + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                        | <b>Steamcore Scholar</b> (2)(U)<br><hr/> Creature -- Weird Detective<br><hr/> <p>Flying, vigilance<br/> When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                | <b>Steamcore Scholar</b> (2)(U)<br><hr/> Creature -- Weird Detective<br><hr/> <p>Flying, vigilance<br/> When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                |

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| <div> <div> <b>Superior Spider-Man</b> 2 U B </div> <div> <div> <div> </div> </div> <div> <div> </div> </div> </div> <div> <div> </div> </div> <div> <div> </div> </div> </div> <div> <div> </div> </div> <div> <div> </div> </div> |
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① ②

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

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① ⑥

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

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Land -- Island Swamp

({T}: Add {U} or {B}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

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## Land -- Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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6 B B B

Flying, lifelink  
Ward--Sacrifice three nonland  
permanents.  
If a card you didn't control would  
be put into an opponent's graveyard  
from anywhere, exile it instead.  
During your turn, you may play cards  
exiled with Valgavoth. If you cast a  
spell this way, pay life equal to  
its mana value rather than pay its  
mana cost.

9/9

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6 B B B

Flying, lifelink  
Ward--Sacrifice three nonland  
permanents.  
If a card you didn't control would  
be put into an opponent's graveyard  
from anywhere, exile it instead.  
During your turn, you may play cards  
exiled with Valgavoth. If you cast a  
spell this way, pay life equal to  
its mana value rather than pay its  
mana cost.

9/9

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## Land

{T}: Add {G}.  
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {G}.  
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              |
| <div><div>Annul</div><div>Instant</div><div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

3 B B

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

5/4

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① ②

Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

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① ②

Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

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**(B)**

Target opponent reveals their hand.  
You choose an artifact or creature  
card from it. Exile that card.  
Cycling {3} ({3}, Discard this card:  
Draw a card.)

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**B**

Target opponent reveals their hand.  
You choose an artifact or creature  
card from it. Exile that card.  
Cycling {3} ({3}, Discard this card:  
Draw a card.)

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① B B

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

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①BB

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

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5 B B B

Myojin of Night's Reach enters with a divinity counter on it if you cast it from your hand.

Myojin of Night's Reach has indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Night's Reach: Each opponent discards their hand.

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5/2

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| <div> <div>Soul-Guide Lantern1</div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Strategic Betrayal1B</div> <div>Sorcery</div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Strategic Betrayal1B</div> <div>Sorcery</div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - Johnson, Cody - Standard (ReCQ - Standard - SCG CON Las Vegas - Saturday

sheet 10/10 - 3 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.