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| <div><div><b>Bleeding Woods</b></div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><b>Bleeding Woods</b></div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><b>Bleeding Woods</b></div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div><b>Bleeding Woods</b></div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |
| <div><div><b>Bristling Backwoods</b></div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bristling Backwoods</b></div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Burst Lightning</b> <sup>®</sup></div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Burst Lightning</b> <sup>®</sup></div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

®

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

®

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

Ⓒ

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R G

Reach  
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)  
At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R G

Reach  
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)  
At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Cactusfolk Sureshot 2RG</div> <div>Creature -- Plant Mercenary</div> <div>Reach<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cactusfolk Sureshot 2RG</div> <div>Creature -- Plant Mercenary</div> <div>Reach<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dragonhawk, Fate's Tempest 3RR</div> <div>Legendary Creature -- Bird Dragon</div> <div>Flying<br/>Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                        | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                        | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gladiolus Amicitia 4RG</div> <div>Legendary Creature -- Human Warrior</div> <div>When Gladiolus Amicitia enters, search your library for a land card, put it onto the battlefield tapped, then shuffle.<br/>Landfall -- Whenever a land you control enters, another target creature you control gets +2/+2 and gains trample until end of turn.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gladiolus Amicitia 4RG</div> <div>Legendary Creature -- Human Warrior</div> <div>When Gladiolus Amicitia enters, search your library for a land card, put it onto the battlefield tapped, then shuffle.<br/>Landfall -- Whenever a land you control enters, another target creature you control gets +2/+2 and gains trample until end of turn.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Gladiolus Amicitia</b> (4)(R)(G)<br>Legendary Creature -- Human Warrior<br>When Gladiolus Amicitia enters, search your library for a land card, put it onto the battlefield tapped, then shuffle.<br>Landfall -- Whenever a land you control enters, another target creature you control gets +2/+2 and gains trample until end of turn.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  | <b>Hunter's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br>{1}{G}: Level 2<br>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br>{3}{G}: Level 3<br>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hunter's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br>{1}{G}: Level 2<br>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br>{3}{G}: Level 3<br>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hunter's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br>{1}{G}: Level 2<br>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br>{3}{G}: Level 3<br>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Kulrath Zealot</b> (5)(R)<br>Creature -- Elemental Warrior<br>When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.<br>Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                         | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                         | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                         |

**G**

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

Reach, trample  
Whenever another creature you control enters, put  $X + 1$  counters on it, where  $X$  is its power.  
Plot  $\{3\}\{G\}$  (You may pay  $\{3\}\{G\}$  and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

Reach  
{T}: Add {R} or {G}.  
Whenever you cast a spell with mana value 4 or greater, untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Spider Manifestation</b> (1)(R/G)<br>Creature -- Spider Avatar<br>Reach<br>{T}: Add {R} or {G}.<br>Whenever you cast a spell with mana value 4 or greater, untap this creature.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                               | <b>Spinewoods Paladin</b> (4)(G)<br>Creature -- Human Knight<br>Trample<br>When this creature enters, you gain 3 life.<br>Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        | <b>Spinewoods Paladin</b> (4)(G)<br>Creature -- Human Knight<br>Trample<br>When this creature enters, you gain 3 life.<br>Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        | <b>Summon: Fat Chocobo</b> (4)(G)<br>Enchantment Creature -- Saga Bird<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br>I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."<br>II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        |
| <b>Summon: Fat Chocobo</b> (4)(G)<br>Enchantment Creature -- Saga Bird<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br>I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."<br>II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Summon: Fat Chocobo</b> (4)(G)<br>Enchantment Creature -- Saga Bird<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br>I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."<br>II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Summon: Fat Chocobo</b> (4)(G)<br>Enchantment Creature -- Saga Bird<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br>I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."<br>II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Summon: Fenrir</b> (2)(G)<br>Enchantment Creature -- Saga Wolf<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br>II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br>III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Alania's Pathmaker</b> (3)(R)<br>Creature -- Otter Wizard<br>When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.<br>[sideboard]<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                  | <b>Alania's Pathmaker</b> (3)(R)<br>Creature -- Otter Wizard<br>When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.<br>[sideboard]<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                  | <b>Alania's Pathmaker</b> (3)(R)<br>Creature -- Otter Wizard<br>When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.<br>[sideboard]<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 | <b>Alania's Pathmaker</b> (3)(R)<br>Creature -- Otter Wizard<br>When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.<br>[sideboard]<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Chocobo Kick</div><div>①⑥</div></div><div>Sorcery</div><div>Kicker--Return a land you control to its owner's hand. (You may return a land you control to its owner's hand in addition to any other costs as you cast this spell.)<br/>Target creature you control deals damage equal to its power to target creature an opponent controls. If this spell was kicked, the creature you control deals twice that much damage instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chocobo Kick</div><div>①⑥</div></div><div>Sorcery</div><div>Kicker--Return a land you control to its owner's hand. (You may return a land you control to its owner's hand in addition to any other costs as you cast this spell.)<br/>Target creature you control deals damage equal to its power to target creature an opponent controls. If this spell was kicked, the creature you control deals twice that much damage instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fire Magic</div><div>Ⓡ</div></div><div>Instant</div><div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fire Magic</div><div>Ⓡ</div></div><div>Instant</div><div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Heritage Reclamation</div><div>①⑥</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div><div><div>Heritage Reclamation</div><div>①⑥</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div><div><div>Heritage Reclamation</div><div>①⑥</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div><div>Heritage Reclamation</div><div>①⑥</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                |

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| <div><div>Stampeding Scurryfoot</div><div>6</div><div>Creature -- Mouse</div><div>Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stampeding Scurryfoot</div><div>6</div><div>Creature -- Mouse</div><div>Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stampeding Scurryfoot</div><div>6</div><div>Creature -- Mouse</div><div>Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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