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| <div><div><div>Agonasaur Rex</div><div><div>3</div><div>G</div><div>G</div></div></div><div><div>Creature -- Dinosaur</div><div>Trample<br/>Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)<br/>When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn.</div><div><div>8/8</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Alesha, Who Laughs at Fate</div><div><div>1</div><div>B</div><div>R</div></div></div><div><div>Legendary Creature -- Human Warrior</div><div>First strike<br/>Whenever Alesha attacks, put a +1/+1 counter on it.<br/>Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bitter Triumph</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bitter Triumph</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Bitter Triumph</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                           | <div><div><div>Blooming Marsh</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                              | <div><div><div>Blooming Marsh</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                          | <div><div><div>Blooming Marsh</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                          |

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| <div><div>Caustic Exhale</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Caustic Exhale</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Caustic Exhale</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cavern of Souls</div></div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Cavern of Souls</div></div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Cavern of Souls</div></div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  |

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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fire Magic</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                              |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Hollowmurk Siege</div><div>Enchantment</div><div>As this enchantment enters, choose Sultai or Abzan.<br/>* Sultai -- Whenever a counter is put on a creature you control, draw a card. This ability triggers only once each turn.<br/>* Abzan -- Whenever you attack, put a +1/+1 counter on target attacking creature. It gains menace until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hollowmurk Siege</div><div>Enchantment</div><div>As this enchantment enters, choose Sultai or Abzan.<br/>* Sultai -- Whenever a counter is put on a creature you control, draw a card. This ability triggers only once each turn.<br/>* Abzan -- Whenever you attack, put a +1/+1 counter on target attacking creature. It gains menace until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Inevitable Defeat ①④⑤⑥</div> <div>Instant</div> <div>This spell can't be countered.<br/>Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                        | <div>Inevitable Defeat ①④⑤⑥</div> <div>Instant</div> <div>This spell can't be countered.<br/>Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                        | <div>Insidious Fungus ⑥</div> <div>Creature -- Fungus</div> <div>{2}, Sacrifice this creature: Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                             | <div>Intrepid Paleontologist ①⑥</div> <div>Creature -- Human Druid</div> <div>{T}: Add one mana of any color.<br/>{2}: Exile target card from a graveyard.<br/>You may cast Dinosaur creature spells from among cards you own exiled with this creature. If you cast a spell this way, that creature enters with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Intrepid Paleontologist ①⑥</div> <div>Creature -- Human Druid</div> <div>{T}: Add one mana of any color.<br/>{2}: Exile target card from a graveyard.<br/>You may cast Dinosaur creature spells from among cards you own exiled with this creature. If you cast a spell this way, that creature enters with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Intrepid Paleontologist ①⑥</div> <div>Creature -- Human Druid</div> <div>{T}: Add one mana of any color.<br/>{2}: Exile target card from a graveyard.<br/>You may cast Dinosaur creature spells from among cards you own exiled with this creature. If you cast a spell this way, that creature enters with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Intrepid Paleontologist ①⑥</div> <div>Creature -- Human Druid</div> <div>{T}: Add one mana of any color.<br/>{2}: Exile target card from a graveyard.<br/>You may cast Dinosaur creature spells from among cards you own exiled with this creature. If you cast a spell this way, that creature enters with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Luis, Pompous Pillager</div> <div>(card data unavailable)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                       |

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| <b>Magmatic Hellkite</b> (2)(R)(R)<br>Creature -- Dragon<br>Flying<br>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Magmatic Hellkite</b> (2)(R)(R)<br>Creature -- Dragon<br>Flying<br>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Magmatic Hellkite</b> (2)(R)(R)<br>Creature -- Dragon<br>Flying<br>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Magmatic Hellkite</b> (2)(R)(R)<br>Creature -- Dragon<br>Flying<br>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Maha, Its Feathers Night</b> (3)(B)(B)<br>Legendary Creature -- Elemental Bird<br>Flying, trample<br>Ward--Discard a card.<br>Creatures your opponents control have base toughness 1.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                               | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                          | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                          | <b>Nowhere to Run</b> (1)(B)<br>Enchantment<br>Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            |

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| <div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Roxanne, Starfall Savant 3RG</div><div>Legendary Creature -- Cat Druid</div><div><p>Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color."</p><p>Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced.</p></div><div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sentinel of the Nameless City 2G</div><div>Creature -- Merfolk Warrior Scout</div><div><div>Vigilance</div><p>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p></div><div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sentinel of the Nameless City 2G</div><div>Creature -- Merfolk Warrior Scout</div><div><div>Vigilance</div><p>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p></div><div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                              | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                    | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            |

## Stomping Ground

Land -- Mountain Forest

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

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## Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Summon: Brynhildr** (1)(R)

Enchantment Creature -- Saga Knight

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)  
I -- Chain -- Exile the top card of your library. During any turn you put a lore counter on this Saga, you may play that card.  
II, III -- Gestalt Mode -- When you next cast a creature spell this turn, it gains haste until end of turn.

2/1

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**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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II, III -- Gestalt Mode -- When you next cast a creature spell this turn, it gains haste until end of turn.

2/1

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Terror of the Peaks (3)(R)(R)

Creature -- Dragon

**Flying**  
Spells your opponents cast that target this creature cost an additional 3 life to cast. Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

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2 B B

This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

Trample  
When this creature enters, discover 5.  
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

Trample  
When this creature enters, discover 5.  
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

[sidebar]

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① B/G

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

④ G/W G/W

Destroy all artifacts and enchantments.

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②③③

Flying, trample  
Whenever this creature attacks, create  
a Treasure token.

[sidebar]

4/4

② ⑧

Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③③

Flying, trample  
Whenever this creature attacks, create  
a Treasure token.

[sideboard]

4/4

② ③

Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.

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

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.



|                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              |
| <div><div><div>Heritage Reclamation</div><div>1G</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>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Return the Favor</div><div>RR</div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.<br/>+ {1} -- Change the target of target spell or ability with a single target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Scavenger Regent <div> 3 B </div> </div> <div> Creature -- Dragon </div> <div> Flying Ward--Discard a card. <div> [sideboard] </div> <div> <div>4/4</div> </div> </div> <div> <div>----- ADVENTURE -----</div> <div> Exude Toxin <div> X B B </div> </div> <div> Sorcery -- Omen </div> <div> Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Villainous Wrath <div> 3 B B </div> </div> <div> Sorcery </div> <div> Target opponent loses life equal to the number of creatures they control. Then destroy all creatures. <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Vren, the Relentless <div> 2 U B </div> </div> <div> Legendary Creature -- Rat Rogue </div> <div> Ward {2}<br/> If a creature an opponent controls would die, exile it instead.<br/> At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn. <div> [sideboard] </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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