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| <div><div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{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>Cavernous Maw</b></div><div>Land -- Cave</div><div>{T}: Add {C}.<br/>{2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land.<br/>Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Commune with Evil</b></div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div><div><b>Commune with Evil</b></div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                       |
| <div><div><div><b>Commune with Evil</b></div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Commune with Evil</b></div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                 | <div><div><div><b>Deadly Cover-Up</b></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Deadly Cover-Up</b></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drag to the Roots</div><div><div>2</div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Delirium -- This spell costs {2} less to cast as long as there are four or more card types among cards in your graveyard. Destroy target nonland permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drag to the Roots</div><div><div>2</div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Delirium -- This spell costs {2} less to cast as long as there are four or more card types among cards in your graveyard. Destroy target nonland permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    |

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| <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                 | <p><b>Hedge Maze</b></p> <p>Land -- Forest Island</p> <p>([T]: Add [G] or [U].)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                            | <p><b>Hedge Shredder</b> (2)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Whenever this Vehicle attacks, you may mill two cards.<br/>Whenever one or more land cards are put into your graveyard from your library, put them onto the battlefield tapped.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Hedge Shredder</b> (2)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Whenever this Vehicle attacks, you may mill two cards.<br/>Whenever one or more land cards are put into your graveyard from your library, put them onto the battlefield tapped.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Hedge Shredder</b> (2)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Whenever this Vehicle attacks, you may mill two cards.<br/>Whenever one or more land cards are put into your graveyard from your library, put them onto the battlefield tapped.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Hedge Shredder</b> (2)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Whenever this Vehicle attacks, you may mill two cards.<br/>Whenever one or more land cards are put into your graveyard from your library, put them onto the battlefield tapped.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Iridescent Vinelasher</b> (B)</p> <p>Creature -- Lizard Assassin</p> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                      | <p><b>Iridescent Vinelasher</b> (B)</p> <p>Creature -- Lizard Assassin</p> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                      |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 3/10 - 8 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.



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| <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jungle Hollow</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Jungle Hollow</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Jungle Hollow</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lush Oasis</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 {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                             | <div><div>Lush Oasis</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 {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lush Oasis</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 {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Murky Sewer</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |

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| <div><div>Soured Springs</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 {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Soured Springs</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 {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Soured Springs</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 {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Soured Springs</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 {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Spe-lunking②⑥</div><div>Enchantment</div><div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.<br/>Lands you control enter untapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spe-lunking②⑥</div><div>Enchantment</div><div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.<br/>Lands you control enter untapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spe-lunking②⑥</div><div>Enchantment</div><div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.<br/>Lands you control enter untapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strangled Cemetery</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                            | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                  | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                  | <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           |
| <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urborg Repossession</div> <div>Sorcery</div> <div>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)<br/>Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urborg Repossession</div> <div>Sorcery</div> <div>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)<br/>Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urborg Repossession</div> <div>Sorcery</div> <div>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)<br/>Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Wail of the Forgotten</div><div>U B</div></div><div>Sorcery</div><div>Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.<br/>* Return target nonland permanent to its owner's hand.<br/>* Target opponent discards a card.<br/>* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wail of the Forgotten</div><div>U B</div></div><div>Sorcery</div><div>Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.<br/>* Return target nonland permanent to its owner's hand.<br/>* Target opponent discards a card.<br/>* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wail of the Forgotten</div><div>U B</div></div><div>Sorcery</div><div>Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.<br/>* Return target nonland permanent to its owner's hand.<br/>* Target opponent discards a card.<br/>* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wail of the Forgotten</div><div>U B</div></div><div>Sorcery</div><div>Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.<br/>* Return target nonland permanent to its owner's hand.<br/>* Target opponent discards a card.<br/>* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Atraxa's Fall</div><div>1 G</div></div><div>Sorcery</div><div>Destroy target artifact, battle, enchantment, or creature with flying.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Atraxa's Fall</div><div>1 G</div></div><div>Sorcery</div><div>Destroy target artifact, battle, enchantment, or creature with flying.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                         | <div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                         |

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| <div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</div><div>B</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>Duress</div><div>B</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>Go for the Throat</div><div>1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Go for the Throat</div><div>1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Murder</div><div>1BB</div><div>Instant</div><div>Destroy target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Murder</div><div>1BB</div><div>Instant</div><div>Destroy target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Negate</div><div>1U</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |

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| <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shoot the Sheriff</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>           Destroy target non-outlaw creature.<br/>           (Assassins, Mercenaries, Pirates,<br/>           Rogues, and Warlocks are outlaws.<br/>           Everyone else is fair game.)         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shoot the Sheriff</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>           Destroy target non-outlaw creature.<br/>           (Assassins, Mercenaries, Pirates,<br/>           Rogues, and Warlocks are outlaws.<br/>           Everyone else is fair game.)         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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