

Balance ①②W Sorcery Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chaos Orb ② Artifact {1}, {T}: If this artifact is on the battlefield, flip it onto the battlefield from a height of at least one foot. If this artifact turns over completely at least once during the flip, destroy all nontoken permanents it touches. Then destroy this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fork ②②R Instant Copy target instant or sorcery spell, except that the copy is red. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jayemdae Tome ④ Artifact -- Book {4}, {T}: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Juggernaut ④ Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Juggernaut ④ Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Juggernaut ④ Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Juggernaut ④ Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mana Vault 1 Artifact This artifact doesn't untap during your untap step. At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact. At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you. {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Emerald Artifact {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Jet Artifact {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Pearl Artifact {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Ruby Artifact {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Sapphire Artifact {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plateau Land -- Mountain Plains ({T}): Add {R} or {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plateau Land -- Mountain Plains ({T}): Add {R} or {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plateau Land -- Mountain Plains ({T}): Add {R} or {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plateau Land -- Mountain Plains ({T}): Add {R} or {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Preacher 1W W Creature -- Human Cleric You may choose not to untap this creature during your untap step. {T}: For as long as this creature remains tapped, gain control of target creature of an opponent's choice they control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preacher 1W W Creature -- Human Cleric You may choose not to untap this creature during your untap step. {T}: For as long as this creature remains tapped, gain control of target creature of an opponent's choice they control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serra Angel 3W W Creature -- Angel Flying Vigilance (Attacking doesn't cause this creature to tap.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serra Angel 3W W Creature -- Angel Flying Vigilance (Attacking doesn't cause this creature to tap.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Circle of Protection: Red 1W Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red 1W Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red 1W Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red 1W Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City in a Bottle 2 Artifact Whenever one or more other nontoken permanents with a name originally printed in the Arabian Nights expansion are on the battlefield, their controllers sacrifice them. Players can't cast spells or play lands with a name originally printed in the Arabian Nights expansion. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City in a Bottle 2 Artifact Whenever one or more other nontoken permanents with a name originally printed in the Arabian Nights expansion are on the battlefield, their controllers sacrifice them. Players can't cast spells or play lands with a name originally printed in the Arabian Nights expansion. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City in a Bottle 2 Artifact Whenever one or more other nontoken permanents with a name originally printed in the Arabian Nights expansion are on the battlefield, their controllers sacrifice them. Players can't cast spells or play lands with a name originally printed in the Arabian Nights expansion. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant 1W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Whenever one or more creatures you control attack, each defending player divides all creatures without flying they control into a "left" pile and a "right" pile. Then, for each attacking creature you control, choose "left" or "right." That creature can't be blocked this combat except by creatures with flying and creatures in a pile with the chosen label.

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