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| <div> <div>Banishing Light</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     | <div> <div>Cavern of Souls</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Cavern of Souls</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                               | <div> <div>Commercial District</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} 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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                           |
| <div> <div>Commercial District</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} 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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Devastating Onslaught</div> <div> <div>X</div> <div>X</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dredger's Insight</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.<br/> When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dredger's Insight</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.<br/> When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Dredger's Insight1G</div> <div> <div>Enchantment</div> <div> Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.<br/> When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <div>Dredger's Insight1G</div> <div> <div>Enchantment</div> <div> Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.<br/> When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                     | <div> <div>Elegant Parlor</div> <div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                   | <div> <div>Esper Origins1G</div> <div> <div>Sorcery</div> <div> Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/> Flashback {3}{6} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>Summon: Esper Maduin</div> <div> <div>Enchantment Creature -- Saga Elemental</div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/> II -- Add {6}{6}.<br/> III -- Other creatures you control get +2/+2 and gain trample until end of turn. </div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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Playtest cards - Shchitov, Evgeniy - Standard (Standard Store ?hampionship!)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div><div><div><div></div><div><b>Fear of Missing Out</b></div><div><div>1</div><div>R</div></div></div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div><div><div></div><div><b>Get Lost</b></div><div><div>1</div><div>W</div></div></div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Joshua, Phoenix's Dominant (1)(R)(W)

Legendary Creature -- Human Noble Wizard

When Joshua enters, discard up to two cards, then draw that many cards.  
{3}{R}{W}, {T}: Exile Joshua, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

3/4

BACK FACE

## Phoenix, Warden of Fire

Legendary Enchantment Creature -- Saga Phoenix

(As this Saga enters and after your draw step, add a lore counter.)

I, II -- Rising Flames -- Phoenix deals 2 damage to each opponent.

III -- Flames of Rebirth -- Return any number of target creature cards with total mana value 6 or less from your graveyard to the battlefield. Exile Phoenix, then return it to the battlefield (front face up).

Flying, lifelink

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lush Portico**

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
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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## Lush Portico

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
This land enters tapped.  
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## Lush Portico

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## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Overlord of the Boilerbilges 4RR</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four 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.)</p> <p>Whenever this permanent enters or attacks, it deals 4 damage to any target.</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                      | <div>Overlord of the Boilerbilges 4RR</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four 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.)</p> <p>Whenever this permanent enters or attacks, it deals 4 damage to any target.</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                      | <div>Overlord of the Boilerbilges 4RR</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four 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.)</p> <p>Whenever this permanent enters or attacks, it deals 4 damage to any target.</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Boilerbilges 4RR</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four 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.)</p> <p>Whenever this permanent enters or attacks, it deals 4 damage to any target.</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four 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.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four 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.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                     | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                     |

Playtest cards - Shchitov, Evgeniy - Standard (Standard Store ?hampionship!)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Summon: Fenrir</div><div>26</div></div><div>Enchantment Creature -- Saga Wolf</div><div>(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.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Summon: Fenrir</div><div>26</div></div><div>Enchantment Creature -- Saga Wolf</div><div>(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.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Summon: Knights of Round</div><div>6WW</div></div><div>Enchantment Creature -- Saga Knight</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after V.)<br/>I, II, III, IV -- Create three 2/2 white Knight creature tokens.<br/>V -- Ultimate End -- Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.<br/>Indestructible</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sunbellow Verge</div></div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>botbox.dev</div></div>  |
| <div><div><div>Sunbellow Verge</div></div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Terra, Magical Adept</div><div>1RG</div></div><div>Legendary Creature -- Human Wizard Warrior</div><div>When Terra enters, mill five cards. Put up to one enchantment card milled this way into your hand.<br/>Trance -- {4}{R}{G}, {T}: Exile Terra, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div><div>Terra, Magical Adept</div><div>1RG</div></div><div>Legendary Creature -- Human Wizard Warrior</div><div>When Terra enters, mill five cards. Put up to one enchantment card milled this way into your hand.<br/>Trance -- {4}{R}{G}, {T}: Exile Terra, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><div>Thornspire Verge</div></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>botbox.dev</div></div> |

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| <b>Yuna, Hope of Spira</b> ③⑥⑦<br>Legendary Creature -- Human Cleric<br>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.<br>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Yuna, Hope of Spira</b> ③⑥⑦<br>Legendary Creature -- Human Cleric<br>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.<br>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Yuna, Hope of Spira</b> ③⑥⑦<br>Legendary Creature -- Human Cleric<br>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.<br>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Yuna, Hope of Spira</b> ③⑥⑦<br>Legendary Creature -- Human Cleric<br>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.<br>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Abrade</b> ①②<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                            | <b>Abrade</b> ①②<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                            | <b>Banishing Light</b> ②③<br>Enchantment<br>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                         | <b>Banishing Light</b> ②③<br>Enchantment<br>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                         |

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| <b>Cavern of Souls</b><br>Land<br>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.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                           | <b>Cavern of Souls</b><br>Land<br>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.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                           | <b>Day of Judgment</b> (2)(W)(W)<br>Sorcery<br>Destroy all creatures.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                         | <b>Day of Judgment</b> (2)(W)(W)<br>Sorcery<br>Destroy all creatures.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                         |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Heritage Reclamation</b> (1)(G)<br>Instant<br>Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Heritage Reclamation</b> (1)(G)<br>Instant<br>Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Shchitov, Evgeniy - Standard (Standard Store ?hampionship!)

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> Heritage Reclamation 16 </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Exile up to one target card from a graveyard. Draw a card.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Ultima 3WW </div> <div> Sorcery </div> <div> Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Ultima 3WW </div> <div> Sorcery </div> <div> Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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