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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        |
| <div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Blood Sun2R</div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>All lands lose all abilities except mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blood Sun2R</div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>All lands lose all abilities except mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Blood Sun</div><div>2R</div></div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>All lands lose all abilities except mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Blood Sun</div><div>2R</div></div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>All lands lose all abilities except mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Chaos Warp</div><div>2R</div></div><div>Instant</div><div>The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chrome Mox</div><div>0</div></div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Chrome Mox</div><div>0</div></div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chrome Mox</div><div>0</div></div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chrome Mox</div><div>0</div></div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>City of Traitors</div></div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               |

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| <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                | <div><div>Dark Depths</div><div>Legendary Snow Land</div><div>Dark Depths enters with ten ice counters on it.<br/>{3}: Remove an ice counter from Dark Depths.<br/>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Dark Depths</div><div>Legendary Snow Land</div><div>Dark Depths enters with ten ice counters on it.<br/>{3}: Remove an ice counter from Dark Depths.<br/>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dark Depths</div><div>Legendary Snow Land</div><div>Dark Depths enters with ten ice counters on it.<br/>{3}: Remove an ice counter from Dark Depths.<br/>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dark Depths</div><div>Legendary Snow Land</div><div>Dark Depths enters with ten ice counters on it.<br/>{3}: Remove an ice counter from Dark Depths.<br/>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                            |

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| <div><div>Expedition Map</div><div>1</div></div> <div>Artifact</div> <div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                       | <div><div>Ghost Quarter</div><div></div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                          | <div><div>Karn, the Great Creator</div><div>4</div></div> <div>Legendary Planeswalker -- Karn</div> <div>Activated abilities of artifacts your opponents control can't be activated.<br/>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Karn, the Great Creator</div><div>4</div></div> <div>Legendary Planeswalker -- Karn</div> <div>Activated abilities of artifacts your opponents control can't be activated.<br/>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div><div><div>Magus of the Moon</div><div>2R</div></div><div><div>Creature -- Human Wizard</div><div>Nonbasic lands are Mountains.</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Magus of the Moon</div><div>2R</div></div><div><div>Creature -- Human Wizard</div><div>Nonbasic lands are Mountains.</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Magus of the Moon</div><div>2R</div></div><div><div>Creature -- Human Wizard</div><div>Nonbasic lands are Mountains.</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                               | <div><div><div>Magus of the Moon</div><div>2R</div></div><div><div>Creature -- Human Wizard</div><div>Nonbasic lands are Mountains.</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                               |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div></div><div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                       | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div></div><div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                       | <div><div><div>Shatterskull Smashing</div><div>XRR</div></div><div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div></div><div><div>-----BACK FACE-----</div><div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Shatterskull Smashing</div><div>XRR</div></div><div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div></div><div><div>-----BACK FACE-----</div><div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div><div>Simian Spirit Guide</div><div>2R</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simian Spirit Guide</div><div>2R</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Simian Spirit Guide</div><div>2R</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Simian Spirit Guide</div><div>2R</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                      |
| <div><div>Snow-Covered Mountain</div><div></div><div>Basic Snow Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Sorcerous Spyglass</div><div>2</div><div>Artifact</div><div>As this artifact enters, look at an opponent's hand, then choose any card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sorcerous Spyglass</div><div>2</div><div>Artifact</div><div>As this artifact enters, look at an opponent's hand, then choose any card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sundering Eruption</div><div>2R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>--- BACK FACE ---</div><div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Sundering Eruption</div><div>2R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>----- BACK FACE -----</div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Telim'Tor's Edict</div><div>R</div><div>Instant</div><div>Exile target permanent you own or control.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Telim'Tor's Edict</div><div>R</div><div>Instant</div><div>Exile target permanent you own or control.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Telim'Tor's Edict</div><div>R</div><div>Instant</div><div>Exile target permanent you own or control.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Telim'Tor's Edict</div><div>R</div><div>Instant</div><div>Exile target permanent you own or control.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                             | <div><div>Terror of the Peaks</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying<br/>Spells your opponents cast that target this creature cost an additional 3 life to cast.<br/>Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Terror of the Peaks</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying<br/>Spells your opponents cast that target this creature cost an additional 3 life to cast.<br/>Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thespian's Stage</div><div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |

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| <div><div>Thespian's Stage</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Thespian's Stage</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Thespian's Stage</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div>Wasteland</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                   |
| <div><div>Claws of Gix</div><div>Artifact</div><div><div><div>{1}, Sacrifice a permanent: You gain 1 life.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     | <div><div>Crucible of Worlds</div><div>Artifact</div><div><div><div>You may play lands from your graveyard.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div>Dead</div><div>Instant</div><div><div><div>Dead deals 2 damage to target creature.</div></div><div>[sideboard]</div></div><div><div>----- RIGHT HALF -----</div><div><div>Gone</div><div>Instant</div><div><div><div>Return target creature you don't control to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Dead</div><div>Instant</div><div><div><div>Dead deals 2 damage to target creature.</div></div><div>[sideboard]</div></div><div><div>----- RIGHT HALF -----</div><div><div>Gone</div><div>Instant</div><div><div><div>Return target creature you don't control to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Helm of Obedience</div><div>Artifact</div><div>{X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Leyline of the Void</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         |
| <div><div>Leyline of the Void</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Liquimetal Coating</div><div>Artifact</div><div>{T}: Target permanent becomes an artifact in addition to its other types until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                   | <div><div>Mycosynth Lattice</div><div>Artifact</div><div>All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. Players may spend mana as though it were mana of any color.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The One Ring</div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Tormod's Crypt</div> <div>0</div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Trinisphere</div> <div>3</div> </div> <div>Artifact</div> <div>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Walking Ballista</div> <div>X X</div> </div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.</div> <div>{4}: Put a +1/+1 counter on this creature.</div> <div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>[sideboard]</div> <div> <div>0/0</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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