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| <div> <div>Break Out</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Break Out</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Break Out</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Break Out</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, add {R}{G}.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                 | <div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, add {R}{G}.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                 | <div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, add {R}{G}.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                 | <div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, add {R}{G}.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                 |

**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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① ⑥

```
{1}, Sacrifice this creature: Choose
one --
```

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

```
{1}, Sacrifice this creature: Choose
one --
```

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Artifact Creature -- Robot Scout

Reach  
When this creature dies, each player creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

2/2

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| <div>Edge Rover</div> <div>Artifact Creature -- Robot Scout</div> <div>Reach<br/>When this creature dies, each player creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Edge Rover</div> <div>Artifact Creature -- Robot Scout</div> <div>Reach<br/>When this creature dies, each player creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Edge Rover</div> <div>Artifact Creature -- Robot Scout</div> <div>Reach<br/>When this creature dies, each player creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fear of Missing Out</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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Fear of Missing Out</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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fear of Missing Out</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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                              | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                      |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                        | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inti, Seneschal of the Sun 1R</div> <div>Legendary Creature -- Human Knight</div> <div>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Karplusan Forest

Land

```
{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
1 damage to you.
```

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## Karplusan Forest

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

**G**

Artifact Creature -- Beast

Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)

3/3

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**G**

Artifact Creature -- Beast

Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Rootbound Crag</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Rootbound Crag</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Rootbound Crag</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Rootbound Crag</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                |
| <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Summon: Brynhildr</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Enchantment Creature -- Saga Knight         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>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.</p> <p>II, III -- Gestalt Mode -- When you next cast a creature spell this turn, it gains haste until end of turn.</p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Summon: Brynhildr</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Enchantment Creature -- Saga Knight         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>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.</p> <p>II, III -- Gestalt Mode -- When you next cast a creature spell this turn, it gains haste until end of turn.</p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Summon: Brynhildr</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Enchantment Creature -- Saga Knight         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>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.</p> <p>II, III -- Gestalt Mode -- When you next cast a creature spell this turn, it gains haste until end of turn.</p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Summon: Brynhildr</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Enchantment Creature -- Saga Knight         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>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.</p> <p>II, III -- Gestalt Mode -- When you next cast a creature spell this turn, it gains haste until end of turn.</p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Violent Urge</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div> <p>Target creature gets +1/+0 and gains first strike until end of turn.</p> <p>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <b>Violent Urge</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div> <p>Target creature gets +1/+0 and gains first strike until end of turn.</p> <p>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <b>Violent Urge</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div> <p>Target creature gets +1/+0 and gains first strike until end of turn.</p> <p>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <b>Violent Urge</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div> <p>Target creature gets +1/+0 and gains first strike until end of turn.</p> <p>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                  |

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| <div><div><div>Wildfire Wickerfolk</div><div><div>R</div><div>G</div></div></div><div>Artifact Creature -- Scarecrow</div><div><div>Haste</div><div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div></div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wildfire Wickerfolk</div><div><div>R</div><div>G</div></div></div><div>Artifact Creature -- Scarecrow</div><div><div>Haste</div><div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div></div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wildfire Wickerfolk</div><div><div>R</div><div>G</div></div></div><div>Artifact Creature -- Scarecrow</div><div><div>Haste</div><div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div></div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wildfire Wickerfolk</div><div><div>R</div><div>G</div></div></div><div>Artifact Creature -- Scarecrow</div><div><div>Haste</div><div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div></div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Back to Nature</div><div><div>1</div><div>G</div></div></div><div>Instant</div><div><div>Destroy all enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                            | <div><div><div>Back to Nature</div><div><div>1</div><div>G</div></div></div><div>Instant</div><div><div>Destroy all enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                            | <div><div><div>Haywire Mite</div><div><div>1</div></div></div><div>Artifact Creature -- Insect</div><div><div>When this creature dies, you gain 2 life.</div><div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Haywire Mite</div><div><div>1</div></div></div><div>Artifact Creature -- Insect</div><div><div>When this creature dies, you gain 2 life.</div><div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |

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| <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]                                                                                                                                                                                                                                       | <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]                                                                                                                                                 | <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]                                                                                                                                                 | <b>Scrapshooter</b> (1)(G)(G)<br>Creature -- Raccoon Archer<br><br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)<br>Reach<br>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.<br><br>[sideboard] |
| <b>Scrapshooter</b> (1)(G)(G)<br>Creature -- Raccoon Archer<br><br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)<br>Reach<br>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.<br><br>[sideboard] | <b>Soul-Guide Lantern</b> (1)<br>Artifact<br>When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard] | <b>Soul-Guide Lantern</b> (1)<br>Artifact<br>When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard] | <b>Soul-Guide Lantern</b> (1)<br>Artifact<br>When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard]                                                                                       |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |  |
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| <div> <div> <b>Twinmaw Stormbrood</b> <div> <div>5</div> <div>W</div> </div> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <b>Charring Bite</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Twinmaw Stormbrood</b> <div> <div>5</div> <div>W</div> </div> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <b>Charring Bite</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Twinmaw Stormbrood</b> <div> <div>5</div> <div>W</div> </div> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <b>Charring Bite</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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