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| <div>Aspect of Hydra</div> <div>Instant</div> <div>Target creature gets +X/+X until end of turn, where X is your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Aspect of Hydra</div> <div>Instant</div> <div>Target creature gets +X/+X until end of turn, where X is your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Aspect of Hydra</div> <div>Instant</div> <div>Target creature gets +X/+X until end of turn, where X is your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Audacity</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Audacity</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Audacity</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Audacity</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elvish Mystic</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                |

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| <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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> |
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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>Gilded Goose</div> <div>6</div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>{1}{G}, {T}: Create a Food token.</div> <div>{T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gilded Goose</div> <div>6</div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>{1}{G}, {T}: Create a Food token.</div> <div>{T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① ②

(Gain the next level as a sorcery to add its ability.)

$\{1\}G$ : Level 2

$\{3\}G$ : Level 3

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

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① ⑥

(Gain the next level as a sorcery to add its ability.)

$\{1\}G$ : Level 2

$\{3\}G$ : Level 3

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

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## GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

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{1}: Exile target card from a
graveyard.
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3/3

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**3/3**

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## GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

If you control two or more other lands, this land enters tapped.

$$\{T\}: \text{Add } \{G\}.$$

{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

If you control two or more other lands, this land enters tapped.

$$\{T\}: \text{Add } \{G\}.$$

{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

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| <div>Lair of the Hydra</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {G}.<br/>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                  | <div>Nullhide Ferox 2GG</div> <div>Creature -- Beast</div> <div>Hexproof<br/>You can't cast noncreature spells.<br/>{2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nullhide Ferox 2GG</div> <div>Creature -- Beast</div> <div>Hexproof<br/>You can't cast noncreature spells.<br/>{2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Old-Growth Troll GGG</div> <div>Creature -- Troll Warrior</div> <div>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                         |
| <div>Old-Growth Troll GGG</div> <div>Creature -- Troll Warrior</div> <div>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Pelt Collector G</div> <div>Creature -- Elf Warrior</div> <div>Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.<br/>As long as this creature has three or more +1/+1 counters on it, it has trample.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                         | <div>Pelt Collector G</div> <div>Creature -- Elf Warrior</div> <div>Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.<br/>As long as this creature has three or more +1/+1 counters on it, it has trample.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                         | <div>Polukranos Reborn GGG</div> <div>Legendary Creature -- Hydra</div> <div>Reach<br/>{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)</div> <div>4/5</div> <div>----- BACK FACE -----</div> <div>Polukranos, Engine of Ruin</div> <div>Legendary Creature -- Phyrexian Hydra</div> <div>Reach, lifelink<br/>Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Polukranos Reborn</b>   <br>Legendary Creature -- Hydra<br>Reach<br>{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)<br><div>4/5</div> <div>----</div> <div>BACK FACE</div> <b>Polukranos, Engine of Ruin</b><br>Legendary Creature -- Phyrexian Hydra<br>Reach, lifelink<br>Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Steel Leaf Champion</b>   <br>Creature -- Elf Knight<br>This creature can't be blocked by creatures with power 2 or less.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                      | <b>Steel Leaf Champion</b>   <br>Creature -- Elf Knight<br>This creature can't be blocked by creatures with power 2 or less.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                    | <b>Steel Leaf Champion</b>   <br>Creature -- Elf Knight<br>This creature can't be blocked by creatures with power 2 or less.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                       |
| <b>Steel Leaf Champion</b>   <br>Creature -- Elf Knight<br>This creature can't be blocked by creatures with power 2 or less.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                    | <b>Surrak, Elusive Hunter</b>  <br>Legendary Creature -- Human Warrior<br>This spell can't be countered.<br>Trample<br>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Surrak, Elusive Hunter</b>  <br>Legendary Creature -- Human Warrior<br>This spell can't be countered.<br>Trample<br>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Werewolf Pack Leader</b>  <br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.<br>{3}{G}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - Kibby - Pioneer (Peasant Pioneer 3: The Reckoning)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Werewolf Pack Leader</b> (G)(G)<br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.<br>{3}{G}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Werewolf Pack Leader</b> (G)(G)<br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.<br>{3}{G}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Werewolf Pack Leader</b> (G)(G)<br>Creature -- Human Werewolf<br>Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.<br>{3}{G}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Yorvo, Lord of Garenbrig</b> (G)(G)(G)<br>Legendary Creature -- Giant Noble<br>Yorvo enters with four +1/+1 counters on it.<br>Whenever another green creature you control enters, put a +1/+1 counter on Yorvo. Then if that creature's power is greater than Yorvo's power, put another +1/+1 counter on Yorvo.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Mistcutter Hydra</b> (X)(G)<br>Creature -- Hydra<br>This spell can't be countered.<br>Haste, protection from blue<br>This creature enters with X +1/+1 counters on it.<br>[sideboard]<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                   | <b>Mistcutter Hydra</b> (X)(G)<br>Creature -- Hydra<br>This spell can't be countered.<br>Haste, protection from blue<br>This creature enters with X +1/+1 counters on it.<br>[sideboard]<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                   | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                           |

Playtest cards - Kibby - Pioneer (Peasant Pioneer 3: The Reckoning)

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

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| <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ram Through</b> (1)(G)<br>Instant<br>Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ram Through</b> (1)(G)<br>Instant<br>Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Snakeskin Veil</b> (G)<br>Instant<br>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Snakeskin Veil</b> (G)<br>Instant<br>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Thrashing Brontodon</b> (1)(G)(G)<br>Creature -- Dinosaur<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                             | <b>Thrashing Brontodon</b> (1)(G)(G)<br>Creature -- Dinosaur<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                             | <b>Thrashing Brontodon</b> (1)(G)(G)<br>Creature -- Dinosaur<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     |

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| <div><div>Weathered Runestone②</div><div>Artifact</div><div>Nonland permanent cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Runestone②</div><div>Artifact</div><div>Nonland permanent cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Runestone②</div><div>Artifact</div><div>Nonland permanent cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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