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| <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                                               | <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                                               | <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                                               | <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> |
| <div> <b>Atraxa, Grand Unifier</b> <span>3</span><span>G</span><span>W</span><span>U</span><span>B</span> </div> <div>           Legendary Creature -- Phyrexian Angel         </div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> | <div> <b>Atraxa, Grand Unifier</b> <span>3</span><span>G</span><span>W</span><span>U</span><span>B</span> </div> <div>           Legendary Creature -- Phyrexian Angel         </div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> | <div> <b>Atraxa, Grand Unifier</b> <span>3</span><span>G</span><span>W</span><span>U</span><span>B</span> </div> <div>           Legendary Creature -- Phyrexian Angel         </div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> | <div> <b>Blooming Marsh</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                  |

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| <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                              |

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| <div> <b>Botanical Sanctum</b> </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {G} or {U}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                      | <div> <b>Breeding Pool</b> </div> <div> Land -- Forest Island </div> <div> ({T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                   | <div> <b>Breeding Pool</b> </div> <div> Land -- Forest Island </div> <div> ({T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                   | <div> <b>Collected Company</b> <div> 36 </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Collected Company</b> <div> 36 </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Collected Company</b> <div> 36 </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Collected Company</b> <div> 36 </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Elvish Mystic</b> <div> 6 </div> </div> <div> Creature -- Elf Druid </div> <div> {T}: Add {G}. </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                               |

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Honest Rutstein</b> 1B6<br>Legendary Creature -- Human Warlock<br>When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br>Creature spells you cast cost {1} less to cast.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                        | <b>Honest Rutstein</b> 1B6<br>Legendary Creature -- Human Warlock<br>When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br>Creature spells you cast cost {1} less to cast.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            | <b>Honest Rutstein</b> 1B6<br>Legendary Creature -- Human Warlock<br>When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br>Creature spells you cast cost {1} less to cast.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            | <b>Honest Rutstein</b> 1B6<br>Legendary Creature -- Human Warlock<br>When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br>Creature spells you cast cost {1} less to cast.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            |
| <b>Jegantha, the Wellspring</b> 4R/G<br>Legendary Creature -- Elemental Elk<br>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kinnan, Bonder Prodigy</b> GU<br>Legendary Creature -- Human Druid<br>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.<br>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kinnan, Bonder Prodigy</b> GU<br>Legendary Creature -- Human Druid<br>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.<br>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kinnan, Bonder Prodigy</b> GU<br>Legendary Creature -- Human Druid<br>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.<br>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Llanowar Elves</div> <div> <div> <div>6</div> </div> </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>Llanowar Elves</div> <div> <div> <div>6</div> </div> </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>Otawara, Soaring City</div> <div> <div> <div></div> </div> </div> <div>Legendary Land</div> <div> <div>{T}: Add {U}.</div> <div>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Otawara, Soaring City</div> <div> <div> <div></div> </div> </div> <div>Legendary Land</div> <div> <div>{T}: Add {U}.</div> <div>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  |
| <div>Overgrown Tomb</div> <div> <div> <div></div> </div> </div> <div>Land -- Swamp Forest</div> <div> <div>{T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overgrown Tomb</div> <div> <div> <div></div> </div> </div> <div>Land -- Swamp Forest</div> <div> <div>{T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overgrown Tomb</div> <div> <div> <div></div> </div> </div> <div>Land -- Swamp Forest</div> <div> <div>{T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Plaza of Heroes</div> <div> <div> <div></div> </div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.</div> <div>{T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Plaza of Heroes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a legendary spell.</p><p>{T}: Add one mana of any color among legendary permanents you control.</p><p>{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plaza of Heroes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a legendary spell.</p><p>{T}: Add one mana of any color among legendary permanents you control.</p><p>{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plaza of Heroes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a legendary spell.</p><p>{T}: Add one mana of any color among legendary permanents you control.</p><p>{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Relic of Legends3</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Relic of Legends3</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Relic of Legends3</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Relic of Legends3</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Rona, Herald of Invasion1U</div><div>Legendary Creature -- Human Wizard</div><div><p>Whenever you cast a legendary spell, untap Rona.</p><p>{T}: Draw a card, then discard a card.</p><p>{5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</p></div><div>1/3</div><div><div>BACK FACE</div></div><div><div>Rona, Tolarian Obliterator</div><div>Legendary Creature -- Phyrexian Wizard</div><div><p>Trample</p><p>Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control.</p><p>Otherwise, you may cast it without paying its mana cost.</p></div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |



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| <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jegantha, the Wellspring</div><div>4R/G</div><div>Legendary Creature -- Elemental Elk</div><div>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo's Safekeeping</div><div>G</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Tamiyo's Safekeeping</div><div>G</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                |

## Tranquil Frillback

2 G

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- \* Destroy target artifact or enchantment.
- \* Exile target player's graveyard.
- \* You gain 4 life.

[sidebar]

3/3

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② ⑥

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[sidebar]

3/3

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## Unlicensed Hearse

②

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hears's power and toughness are each equal to the number of cards exiled with it.

Crew 2

[sidebar]

**\* / \***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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