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| <b>Clockwork Percussionist</b> (R)<br><hr/> Artifact Creature -- Monkey Toy<br><hr/> Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                            | <b>Clockwork Percussionist</b> (R)<br><hr/> Artifact Creature -- Monkey Toy<br><hr/> Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                            | <b>Coordinated Maneuver</b> (1)(W)<br><hr/> Instant<br><hr/> Choose one --<br>* Coordinated Maneuver deals damage equal to the number of creatures you control to target creature or planeswalker.<br>* Destroy target enchantment.<br><div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <b>Coordinated Maneuver</b> (1)(W)<br><hr/> Instant<br><hr/> Choose one --<br>* Coordinated Maneuver deals damage equal to the number of creatures you control to target creature or planeswalker.<br>* Destroy target enchantment.<br><div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   |
| <b>Cori-Steel Cutter</b> (1)(R)<br><hr/> Artifact -- Equipment<br><hr/> Equipped creature gets +1/+1 and has trample and haste.<br>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br>Equip {1}{R}<br><div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Cori-Steel Cutter</b> (1)(R)<br><hr/> Artifact -- Equipment<br><hr/> Equipped creature gets +1/+1 and has trample and haste.<br>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br>Equip {1}{R}<br><div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dalkovan Packbeasts</b> (2)(W)<br><hr/> Creature -- 0x<br><hr/> Vigilance<br>Mobilize 3 (Whenever this creature attacks, create three tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)<br><div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dalkovan Packbeasts</b> (2)(W)<br><hr/> Creature -- 0x<br><hr/> Vigilance<br>Mobilize 3 (Whenever this creature attacks, create three tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)<br><div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Defibrillating Current</div><div><div>2</div><div>R</div><div>2</div><div>W</div><div>2</div><div>B</div></div></div><div>Sorcery</div><div>Defibrillating Current deals 4 damage to target creature or planeswalker and you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Defibrillating Current</div><div><div>2</div><div>R</div><div>2</div><div>W</div><div>2</div><div>B</div></div></div><div>Sorcery</div><div>Defibrillating Current deals 4 damage to target creature or planeswalker and you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Dragon's Prey</div><div><div>2</div><div>B</div></div></div><div>Instant</div><div>This spell costs {2} more to cast if it targets a Dragon.<br/>Destroy target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Emerge from the Cocoon</div><div><div>4</div><div>W</div></div></div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield.<br/>You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |
| <div><div><div>Emerge from the Cocoon</div><div><div>4</div><div>W</div></div></div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield.<br/>You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Frontline Rush</div><div><div>R</div><div>W</div></div></div><div>Instant</div><div>Choose one --<br/>* Create two 1/1 red Goblin creature tokens.<br/>* Target creature gets +X/+X until end of turn, where X is the number of creatures you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Healer's Hawk</div><div><div>W</div></div></div><div>Creature -- Bird</div><div>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Healer's Hawk</div><div><div>W</div></div></div><div>Creature -- Bird</div><div>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Midnight Mayhem</div><div>2RW</div></div><div>Sorcery</div><div>Create three 1/1 red Gremlin creature tokens. Gremlins you control gain menace, lifelink, and haste until end of turn. (A creature with menace can't be blocked except by two or more creatures.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nomad Outpost</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}, {W}, or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nomad Outpost</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}, {W}, or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Perforating Artist</div><div>1BR</div></div><div>Creature -- Devil</div><div>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)<br/>Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Perforating Artist</div><div>1BR</div></div><div>Creature -- Devil</div><div>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)<br/>Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |
| <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                       | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                       | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scoured Barrens</div></div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Scoured Barrens</b><br><hr/> Land<br><hr/> This land enters tapped.<br>When this land enters, you gain 1 life.<br>{T}: Add {W} or {B}. | <b>Skyknight Squire</b> ① ④<br><hr/> Creature -- Cat Scout<br><hr/> Whenever another creature you control enters, 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 flying and is a Knight in addition to its other types. <div>1/1</div> | <b>Skyknight Squire</b> ① ④<br><hr/> Creature -- Cat Scout<br><hr/> Whenever another creature you control enters, 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 flying and is a Knight in addition to its other types. <div>1/1</div> | <b>Skyknight Squire</b> ① ④<br><hr/> Creature -- Cat Scout<br><hr/> Whenever another creature you control enters, 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 flying and is a Knight in addition to its other types. <div>1/1</div> |
| <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> {T}: Add {B}.                                                                          | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> {T}: Add {B}.                                                                                                                                                                                                                                         | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> {T}: Add {B}.                                                                                                                                                                                                                                         | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> {T}: Add {B}.                                                                                                                                                                                                                                         |

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

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)  
I -- You draw two cards and you lose 2 life.  
II, III -- Whenever a creature you control enters this turn, each opponent loses 1 life and you gain 1 life.

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)  
I -- You draw two cards and you lose 2 life.  
II, III -- Whenever a creature you control enters this turn, each opponent loses 1 life and you gain 1 life.

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Choose two target creatures controlled by the same opponent. That player chooses one of those creatures. Trial of Agony deals 5 damage to that creature, and the other can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choose two target creatures controlled by the same opponent. That player chooses one of those creatures. Trial of Agony deals 5 damage to that creature, and the other can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

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| <div> <b>Windcrag Siege</b> <span>1RWB</span> </div> <hr/> <div> Enchantment </div> <hr/> <div> <p>As this enchantment enters, choose Mardu or Jeskai.</p> <p>* Mardu -- If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.</p> <p>* Jeskai -- At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.</p> </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Zurgo, Thunder's Decree</b> <span>RWB</span> </div> <hr/> <div> Legendary Creature -- Orc Warrior </div> <hr/> <div> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)</p> <p>During your end step, Warrior tokens you control have "This token can't be sacrificed."</p> </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Zurgo, Thunder's Decree</b> <span>RWB</span> </div> <hr/> <div> Legendary Creature -- Orc Warrior </div> <hr/> <div> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)</p> <p>During your end step, Warrior tokens you control have "This token can't be sacrificed."</p> </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Zurgo, Thunder's Decree</b> <span>RWB</span> </div> <hr/> <div> Legendary Creature -- Orc Warrior </div> <hr/> <div> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)</p> <p>During your end step, Warrior tokens you control have "This token can't be sacrificed."</p> </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Bone-Cairn Butcher</b> <span>1RWB</span> </div> <hr/> <div> Creature -- Demon </div> <hr/> <div> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)</p> <p>Attacking tokens you control have deathtouch.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                | <div> <b>Bone-Cairn Butcher</b> <span>1RWB</span> </div> <hr/> <div> Creature -- Demon </div> <hr/> <div> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)</p> <p>Attacking tokens you control have deathtouch.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                            | <div> <b>Cori Mountain Stalwart</b> <span>1RWB</span> </div> <hr/> <div> Creature -- Human Monk </div> <hr/> <div> <p>Flurry -- Whenever you cast your second spell each turn, this creature deals 2 damage to each opponent and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                | <div> <b>Cori Mountain Stalwart</b> <span>1RWB</span> </div> <hr/> <div> Creature -- Human Monk </div> <hr/> <div> <p>Flurry -- Whenever you cast your second spell each turn, this creature deals 2 damage to each opponent and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                |

2 W B

**Deathtouch**  
Whenever you attack, target creature gets +X/+X until end of turn, where X is the number of attacking creatures.

**3/3**

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2 W B

**Deathtouch**  
Whenever you attack, target creature gets +X/+X until end of turn, where X is the number of attacking creatures.

**3/3**

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1 R W B

**Flying**  
If a creature you control that entered this turn would deal damage, it deals twice that much damage instead.

4/5

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② ② W

Flurry -- Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/3

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② ③

Flurry -- Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/3

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② ③

When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)

Flying, lifelink

**2/3**

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① R

Menace (This creature can't be blocked except by two or more creatures.)  
Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Menace (This creature can't be blocked except by two or more creatures.)  
Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red warrior creature token. Sacrifice it at the beginning of the next end step.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev