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| <div> <div>Armored Armadillo</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Armadillo</div> <div> <div>Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div> <div>{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.</div> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Armored Armadillo</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Armadillo</div> <div> <div>Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div> <div>{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.</div> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Armored Armadillo</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Armadillo</div> <div> <div>Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div> <div>{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.</div> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Armored Armadillo</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Armadillo</div> <div> <div>Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div> <div>{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.</div> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Ash Barrens</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                | <div> <div>Audacity</div> <div> <div>G</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div> <div>When this Aura is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                         | <div> <div>Audacity</div> <div> <div>G</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div> <div>When this Aura is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                         | <div> <div>Audacity</div> <div> <div>G</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div> <div>When this Aura is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                         |

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| <div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cartouche of Solidarity</div><div>Enchantment -- Aura Cartouche</div><div>Enchant creature you control<br/>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.<br/>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cartouche of Solidarity</div><div>Enchantment -- Aura Cartouche</div><div>Enchant creature you control<br/>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.<br/>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                    | <div><div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    | <div><div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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> |
| <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> |

Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

Ⓒ

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

Ⓒ

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

**G**

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

②③

Creature -- Human Cleric

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

1/2

②③

Creature -- Human Cleric

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

1/2

## Land

This land enters tapped.  
When this land enters, create a 0/1  
green Plant creature token.  
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature with "Sacrifice this token; Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**X G**

Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)  
Reach, trample  
This permanent enters with X +1/+1 counters on it.  
Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**X G**

Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)  
Reach, trample  
This permanent enters with X +1/+1 counters on it.  
Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                               | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spirited Companion</div> <div>Enchantment Creature -- Dog</div> <div>When this creature enters, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spirited Companion</div> <div>Enchantment Creature -- Dog</div> <div>When this creature enters, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Squire's Devotion</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +1/+1 and has lifelink.<br/>When this Aura enters, create a 1/1 white Vampire creature token with lifelink.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |

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| <b>Squire's Devotion</b> (2)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 and has lifelink.<br>When this Aura enters, create a 1/1 white Vampire creature token with lifelink.                               | <b>Tamiyo's Safekeeping</b> (G)<br><hr/> Instant<br><hr/> 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.) | <b>Tamiyo's Safekeeping</b> (G)<br><hr/> Instant<br><hr/> 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.) | <b>Toadstool Admirer</b> (G)<br><hr/> Creature -- Ouphe<br><hr/> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br>{3}{G}: Put a +1/+1 counter on this creature.                      |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                  | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            |
| <b>Toadstool Admirer</b> (G)<br><hr/> Creature -- Ouphe<br><hr/> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br>{3}{G}: Put a +1/+1 counter on this creature. | <b>Toadstool Admirer</b> (G)<br><hr/> Creature -- Ouphe<br><hr/> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br>{3}{G}: Put a +1/+1 counter on this creature.                                                                             | <b>Tranquil Landscape</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.<br>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)                                                        | <b>Tranquil Landscape</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.<br>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.) |
| <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                       | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                           |

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| <div>Urban Utopia1G</div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urban Utopia1G</div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urban Utopia1G</div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urban Utopia1G</div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Arachnoform1G</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+2, has reach, and is every creature type.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>DispelU</div> <div>Instant</div> <div>Counter target instant spell.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>DispelU</div> <div>Instant</div> <div>Counter target instant spell.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>Essence Scatter1U</div> <div>Instant</div> <div>Counter target creature spell.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |

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| <div><div><div>Essence Scatter</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Gift of the Viper</div><div><div>6</div></div></div><div><div>Instant</div><div>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                     | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}): Add {U}.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                     | <div><div><div>Patriar's Humiliation</div><div><div>W</div></div></div><div><div>Instant</div><div>Target creature perpetually loses all abilities, then Patriar's Humiliation deals damage to it equal to the number of creatures you control.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      |
| <div><div><div>Patriar's Humiliation</div><div><div>W</div></div></div><div><div>Instant</div><div>Target creature perpetually loses all abilities, then Patriar's Humiliation deals damage to it equal to the number of creatures you control.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Squire's Devotion</div><div><div>2</div><div>W</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has lifelink.<br/>When this Aura enters, create a 1/1 white Vampire creature token with lifelink.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tamiyo's Safekeeping</div><div><div>6</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Thraben Charm

① ①W

Instant

Choose one --

\* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.

\* Destroy target enchantment.

\* Exile any number of target players' graveyards.

[sideboard]

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## You Line Up the Shot

⑥

Instant

Choose one --

\* Aim for the Wyvern -- Conjure a card named Plummets into your hand.

\* Aim for the Cursed Amulet -- Conjure a card named Naturalize into your hand.

\* Fire a Warning Shot -- Draw a card.

[sideboard]

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## You Line Up the Shot

⑥

Instant

Choose one --

\* Aim for the Wyvern -- Conjure a card named Plummets into your hand.

\* Aim for the Cursed Amulet -- Conjure a card named Naturalize into your hand.

\* Fire a Warning Shot -- Draw a card.

[sideboard]

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