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| <b>Afterburner Expert</b> ②⑥<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield.<br><div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                    | <b>Afterburner Expert</b> ②⑥<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield.<br><div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                    | <b>Afterburner Expert</b> ②⑥<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield.<br><div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                    | <b>Afterburner Expert</b> ②⑥<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield.<br><div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Agatha's Soul Cauldron</b> ②<br><hr/> Legendary Artifact<br><hr/> You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Agatha's Soul Cauldron</b> ②<br><hr/> Legendary Artifact<br><hr/> You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Agatha's Soul Cauldron</b> ②<br><hr/> Legendary Artifact<br><hr/> You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Botanical Sanctum</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                               |

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| <b>Botanical Sanctum</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {U}. | <b>Botanical Sanctum</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {U}. | <b>Botanical Sanctum</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {U}. | <b>Copperline Gorge</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {G}.                                                                                                                                                                                  |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                        |
| <b>Copperline Gorge</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {G}.  | <b>Copperline Gorge</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {G}.  | <b>Copperline Gorge</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {G}.  | <b>Draconautics Engineer</b> ①②<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br>Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. |
| 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>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                      |



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| <b>Fear of Missing Out</b> (1)(R)<br><hr/> Enchantment Creature -- Nightmare<br><hr/> <p>When this creature enters, discard a card, then draw a card.<br/> Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Fear of Missing Out</b> (1)(R)<br><hr/> Enchantment Creature -- Nightmare<br><hr/> <p>When this creature enters, discard a card, then draw a card.<br/> Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Fear of Missing Out</b> (1)(R)<br><hr/> Enchantment Creature -- Nightmare<br><hr/> <p>When this creature enters, discard a card, then draw a card.<br/> Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                |
| <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                  | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                  | <b>Glacial Dragonhunt</b> (U)(R)<br><hr/> Sorcery<br><hr/> <p>Draw a card, then you may discard a card. When you discard a nonland card this way, Glacial Dragonhunt deals 3 damage to target creature. Harmonize {4}{U}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Haywire Mite</b> (1)<br><hr/> Artifact Creature -- Insect<br><hr/> <p>When this creature dies, you gain 2 life.<br/> {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - IsaacWLevy - Standard (Jaffer's Mini Mosh - Standard)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karplusan Forest</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                       | <div> <div>Karplusan Forest</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                       | <div> <div>Karplusan Forest</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                       |
| <div> <div>Karplusan Forest</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                            | <div> <div>Kishla Skimmer</div> <div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Scout</div> <div> <p>Flying</p> <p>Whenever a card leaves your graveyard during your turn, draw a card. This ability triggers only once each turn.</p> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kishla Skimmer</div> <div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Scout</div> <div> <p>Flying</p> <p>Whenever a card leaves your graveyard during your turn, draw a card. This ability triggers only once each turn.</p> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kishla Skimmer</div> <div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Scout</div> <div> <p>Flying</p> <p>Whenever a card leaves your graveyard during your turn, draw a card. This ability triggers only once each turn.</p> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - IsaacWLevy - Standard (Jaffer's Mini Mosh - Standard)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Loot, the Pathfinder 2GUR</div><div>Legendary Creature -- Beast Noble</div><div>Double strike, vigilance, haste<br/>Exhaust -- {G}, {T}: Add three mana of any one color. (Activate each exhaust ability only once.)<br/>Exhaust -- {U}, {T}: Draw three cards.<br/>Exhaust -- {R}, {T}: Loot deals 3 damage to any target.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Loot, the Pathfinder 2GUR</div><div>Legendary Creature -- Beast Noble</div><div>Double strike, vigilance, haste<br/>Exhaust -- {G}, {T}: Add three mana of any one color. (Activate each exhaust ability only once.)<br/>Exhaust -- {U}, {T}: Draw three cards.<br/>Exhaust -- {R}, {T}: Loot deals 3 damage to any target.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Seed of HopeG</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Seed of HopeG</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Seed of HopeG</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                       | <div><div><div>Seed of HopeG</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                       | <div><div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                        | <div><div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                        |

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| <div>Spirebluff Canal</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                | <div>Spirebluff Canal</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                | <div>Spirebluff Canal</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                | <div>Spirebluff Canal</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                          |
| <div>Tersa Lightshatter (2)(R)</div> <div>Legendary Creature -- Orc Wizard</div> <div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Tersa Lightshatter (2)(R)</div> <div>Legendary Creature -- Orc Wizard</div> <div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Tersa Lightshatter (2)(R)</div> <div>Legendary Creature -- Orc Wizard</div> <div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower (R)</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - IsaacWLevy - Standard (Jaffer's Mini Mosh - Standard)

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;

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

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.  
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sideboard]

1/1

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| <div><div>Heritage Reclamation</div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Heritage Reclamation</div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lithomantic Barrage</div><div>Sorcery</div><div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lithomantic Barrage</div><div>Sorcery</div><div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                       | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                       |

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| <div> <div> Roar of Endless Song 2GUR </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I, II -- Create a 5/5 green Elephant creature token.<br/> III -- Double the power and toughness of each creature you control until end of turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Spell Pierce U </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Spell Pierce U </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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