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| <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Abzan Charm</b> (W)(B)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power 3 or greater.</li> <li>* You draw two cards and you lose 2 life.</li> <li>* Distribute two +1/+1 counters among one or two target creatures.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 |
| <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anafenza, the Foremost</b> (W)(B)(G)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - INSIST - Standard (Standard Daily Swiss)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

## Canopy Vista

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Canopy Vista

Land -- Forest Plains

({T}: Add {G} or {W}.)  
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Human Warrior

Creatures with power less than this creature's power can't block it.

Megamorph {1}{6} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When this creature is turned face up, return target card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Human Warrior

Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G W**

Instant

Choose two --

- \* Prevent all damage target instant or sorcery spell would deal this turn.
- \* Target player sacrifices an enchantment of their choice.
- \* Put a +1/+1 counter on target creature.
- \* Target creature you control fights target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G W**

Instant

Choose two --

- \* Prevent all damage target instant or sorcery spell would deal this turn.
- \* Target player sacrifices an enchantment of their choice.
- \* Put a +1/+1 counter on target creature.
- \* Target creature you control fights target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gideon, Ally of Zendikar** (2)(W)(W)

Legendary Planeswalker -- Gideon

[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

```
[0]: Create a 2/2 white Knight Ally
creature token.
```

```
[4]: You get an emblem with
"Creatures you control get +1/+1."
```

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon, Ally of Zendikar (2)(W)(W)

Legendary Planeswalker -- Gideon

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Gideon, Ally of Zendikar (2)(W)(W)

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                |
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| <b>Gideon, Ally of Zendikar</b> (2)(W)(W)<br>Legendary Planeswalker -- Gideon<br>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.<br>[0]: Create a 2/2 white Knight Ally creature token.<br>[-4]: You get an emblem with "Creatures you control get +1/+1."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> (1)(G)<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> (1)(G)<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heir of the Wilds</b> (1)(G)<br>Creature -- Human Warrior<br>Deathtouch<br>Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                      | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Murderous Cut</b> (4)(B)<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Murderous Cut</b> (4)(B)<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |

Playtest cards - INSIST - Standard (Standard Daily Swiss)

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

## Plains

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shambling Vent

Land

This land enters tapped.  
 {T}: Add {W} or {B}.  
 {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.  
 It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shambling Vent

Land

This land enters tapped.  
{T}: Add {W} or {B}.  
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.  
It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.  
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It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shambling Vent

Land

This land enters tapped.  
{T}: Add {W} or {B}.  
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.  
It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B G

Creature -- Rhino

Trample  
When this creature enters, each  
opponent loses 3 life and you gain 3  
life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B G

Creature -- Rhino

Trample  
When this creature enters, each  
opponent loses 3 life and you gain 3  
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4/5

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| <p><b>Siege Rhino</b> (1)(W)(B)(G)</p> <p>Creature -- Rhino</p> <p>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Siege Rhino</b> (1)(W)(B)(G)</p> <p>Creature -- Rhino</p> <p>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Silkwrap</b> (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 | <p><b>Silkwrap</b> (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 |
| <p><b>Smoldering Marsh</b></p> <p>Land -- Swamp Mountain</p> <p>([T]): Add [B] or [R].)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>      | <p><b>Sunken Hollow</b></p> <p>Land -- Island Swamp</p> <p>([T]): Add [U] or [B].)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           | <p><b>Warden of the First Tree</b> (G)</p> <p>Creature -- Human</p> <p>[1][W/B]: This creature becomes a Human Warrior with base power and toughness 3/3.<br/>[2][W/B][W/B]: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.<br/>[3][W/B][W/B][W/B]: If this creature is a Spirit, put five +1/+1 counters on it.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Warden of the First Tree</b> (G)</p> <p>Creature -- Human</p> <p>[1][W/B]: This creature becomes a Human Warrior with base power and toughness 3/3.<br/>[2][W/B][W/B]: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.<br/>[3][W/B][W/B][W/B]: If this creature is a Spirit, put five +1/+1 counters on it.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - INSIST - Standard (Standard Daily Swiss)

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| <div>Warden of the First Tree ⑥</div> <div>Creature -- Human</div> <div><p>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</p><p>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</p><p>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</p></div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Warden of the First Tree ⑥</div> <div>Creature -- Human</div> <div><p>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</p><p>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</p><p>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</p></div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              | <div>Windswept Heath</div> <div>Land</div> <div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              |
| <div>Windswept Heath</div> <div>Land</div> <div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                 | <div>Windswept Heath</div> <div>Land</div> <div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                 | <div>Wingmate Roc ③W④W</div> <div>Creature -- Bird</div> <div><p>Flying</p><p>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</p><p>Whenever this creature attacks, you gain 1 life for each attacking creature.</p></div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wingmate Roc ③W④W</div> <div>Creature -- Bird</div> <div><p>Flying</p><p>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</p><p>Whenever this creature attacks, you gain 1 life for each attacking creature.</p></div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hallowed Moonlight</div> <div>Instant</div> <div>Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         |

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| <div><div><div>Hallowed Moonlight</div><div>1W</div></div><div><div>Instant</div><div>Until end of turn, if a creature would enter and it wasn't cast, exile it instead.<br/>Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><div>Planar Outburst</div><div>3WW</div></div><div><div>Sorcery</div><div>Destroy all nonland creatures.<br/>Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Planar Outburst</div><div>3WW</div></div><div><div>Sorcery</div><div>Destroy all nonland creatures.<br/>Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Self-Inflicted Wound</div><div>1B</div></div><div><div>Sorcery</div><div>Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                      |
| <div><div><div>Self-Inflicted Wound</div><div>1B</div></div><div><div>Sorcery</div><div>Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Silkwrap</div><div>1W</div></div><div><div>Enchantment</div><div>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div><div>Transgress the Mind</div><div>1B</div></div><div><div>Sorcery</div><div>Devoid (This card has no color.)<br/>Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                               | <div><div><div>Transgress the Mind</div><div>1B</div></div><div><div>Sorcery</div><div>Devoid (This card has no color.)<br/>Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div> Ultimate Price <div> 1 B </div> </div> <div> Instant </div> <div> Destroy target monocolored creature.<br/><br/> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Ultimate Price <div> 1 B </div> </div> <div> Instant </div> <div> Destroy target monocolored creature.<br/><br/> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Wingmate Roc <div> 3 W W </div> </div> <div> Creature -- Bird </div> <div> Flying<br/> Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.<br/> Whenever this creature attacks, you gain 1 life for each attacking creature.<br/><br/> [sideboard] </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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