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| <p><b>Ayli, Eternal Pilgrim</b> (W)(B)</p> <p>Legendary Creature -- Kor Cleric</p> <p>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)</p> <p>{1}, Sacrifice another creature: You gain life equal to the sacrificed creature's toughness.</p> <p>{1}{W}{B}, Sacrifice another creature: Exile target nonland permanent. Activate only if you have at least 10 life more than your starting life total.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Blossoming Sands</b></p> <p>Land</p> <p>This land enters tapped.</p> <p>When this land enters, you gain 1 life.</p> <p>{T}: Add {G} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                             | <p><b>Canopy Vista</b></p> <p>Land -- Forest Plains</p> <p>({T}: Add {G} or {W}.)</p> <p>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>Canopy Vista</b></p> <p>Land -- Forest Plains</p> <p>({T}: Add {G} or {W}.)</p> <p>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>Caves of Koilos</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                               | <p><b>Den Protector</b> (1)(G)</p> <p>Creature -- Human Warrior</p> <p>Creatures with power less than this creature's power can't block it.</p> <p>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.)</p> <p>When this creature is turned face up, return target card from your graveyard to your hand.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Den Protector</b> (1)(G)</p> <p>Creature -- Human Warrior</p> <p>Creatures with power less than this creature's power can't block it.</p> <p>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.)</p> <p>When this creature is turned face up, return target card from your graveyard to your hand.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Den Protector</b> (1)(G)</p> <p>Creature -- Human Warrior</p> <p>Creatures with power less than this creature's power can't block it.</p> <p>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.)</p> <p>When this creature is turned face up, return target card from your graveyard to your hand.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - EpityricLaw - Standard (Standard Daily Swiss)

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Den Protector</b> 16<br>Creature -- Human Warrior<br><br>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.)<br>When this creature is turned face up, return target card from your graveyard to your hand.<br><br><div>2/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                               | <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                               |
| <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                               | <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gideon, Ally of Zendikar</b> 2WW<br>Legendary Planeswalker -- Gideon<br><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><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gideon, Ally of Zendikar</b> 2WW<br>Legendary Planeswalker -- Gideon<br><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><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Honored Hierarch</div><div>6</div></div><div>Creature -- Human Druid</div><div>Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)<br/>As long as this creature is renowned, it has vigilance and "{T}: Add one mana of any color."</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Honored Hierarch</div><div>6</div></div><div>Creature -- Human Druid</div><div>Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)<br/>As long as this creature is renowned, it has vigilance and "{T}: Add one mana of any color."</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Honored Hierarch</div><div>6</div></div><div>Creature -- Human Druid</div><div>Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)<br/>As long as this creature is renowned, it has vigilance and "{T}: Add one mana of any color."</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Honored Hierarch</div><div>6</div></div><div>Creature -- Human Druid</div><div>Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)<br/>As long as this creature is renowned, it has vigilance and "{T}: Add one mana of any color."</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</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>                                                                                                                                                                                                                                                                 |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Ruinous Path1BB</div><div>Sorcery</div><div>Destroy target creature or planeswalker.<br/>Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ruinous Path1BB</div><div>Sorcery</div><div>Destroy target creature or planeswalker.<br/>Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sandsteppe Citadel</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}, {B}, or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sandsteppe Citadel</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}, {B}, or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Secure the WastesXW</div><div>Instant</div><div>Create X 1/1 white Warrior creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div>Secure the WastesXW</div><div>Instant</div><div>Create X 1/1 white Warrior creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         |

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| <div> <div>Shambling Vent</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> <p>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</p> <p>It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    | <div> <div>Shambling Vent</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> <p>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</p> <p>It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    | <div> <div>Shambling Vent</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> <p>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</p> <p>It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    | <div> <div>Shambling Vent</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> <p>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.</p> <p>It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    |
| <div> <div> <div>Siege Rhino</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div>Creature -- Rhino</div> <div> <p>Trample</p> <p>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Siege Rhino</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div>Creature -- Rhino</div> <div> <p>Trample</p> <p>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Siege Rhino</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div>Creature -- Rhino</div> <div> <p>Trample</p> <p>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Siege Rhino</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div>Creature -- Rhino</div> <div> <p>Trample</p> <p>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Sorin, Solemn Visitor 2WB</div><div>Legendary Planeswalker -- Sorin</div><div>[+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink.<br/>[-2]: Create a 2/2 black Vampire creature token with flying.<br/>[-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sorin, Solemn Visitor 2WB</div><div>Legendary Planeswalker -- Sorin</div><div>[+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink.<br/>[-2]: Create a 2/2 black Vampire creature token with flying.<br/>[-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                         | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                         |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 | <div><div>Tasigur, the Golden Fang 5B</div><div>Legendary Creature -- Human Shaman</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Warden of the First Tree 6</div><div>Creature -- Human</div><div>{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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Warden of the First Tree 6</div><div>Creature -- Human</div><div>{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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Warden of the First Tree (G)</div><div>Creature -- Human</div><div><div>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</div><div>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</div><div>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Warden of the First Tree (G)</div><div>Creature -- Human</div><div><div>{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.</div><div>{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.</div><div>{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wingmate Roc (3WW)</div><div>Creature -- Bird</div><div><div>Flying</div><div>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</div><div>Whenever this creature attacks, you gain 1 life for each attacking creature.</div></div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wingmate Roc (3WW)</div><div>Creature -- Bird</div><div><div>Flying</div><div>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.</div><div>Whenever this creature attacks, you gain 1 life for each attacking creature.</div></div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Arashin Cleric (1W)</div><div>Creature -- Human Cleric</div><div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div></div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Arashin Cleric (1W)</div><div>Creature -- Human Cleric</div><div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div></div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Arashin Cleric (1W)</div><div>Creature -- Human Cleric</div><div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div></div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Arashin Cleric (1W)</div><div>Creature -- Human Cleric</div><div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div></div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                |

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| <div><div><div>Duress</div><div>B</div></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> | <div><div><div>Duress</div><div>B</div></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> | <div><div><div>Duress</div><div>B</div></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> | <div><div><div>Hallowed Moonlight</div><div>1W</div></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></div>                                                                                                                               |
| <div><div><div>Hallowed Moonlight</div><div>1W</div></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></div>        | <div><div><div>Hallowed Moonlight</div><div>1W</div></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></div>        | <div><div><div>Hallowed Moonlight</div><div>1W</div></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></div>        | <div><div><div>Planar Outburst</div><div>3WW</div></div><div>Sorcery</div><div>Destroy all nonland creatures. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Planar Outburst</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Utter End</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Exile target nonland permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Utter End</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Exile target nonland permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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