

① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

- ```
* Abrade deals 3 damage to target
creature.
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Choose one --

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* Abrade deals 3 damage to target
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## Land

When this land enters, you get {E}  
(an energy counter).

 $\{T\} : \text{Add } \{C\}.$ 

{T}, Pay {E}: Add one mana of any color.

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$$\{T\}: \text{Add } \{C\}.$$

{T}, Pay {E}: Add one mana of any color.

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### Aethersphere Harvester ③

Artifact -- Vehicle

Flying

When this Vehicle enters, you get {E}{E} (two energy counters).

Pay {E}: This Vehicle gains lifelink until end of turn.

Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

3/5

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

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.

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| <div><div><div>Aethersphere Harvester</div><div>3</div></div><div>Artifact -- Vehicle</div><div>Flying<br/>When this Vehicle enters, you get {E}{E} (two energy counters).<br/>Pay {E}: This Vehicle gains lifelink until end of turn.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Canyon Slough</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Canyon Slough</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Canyon Slough</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Canyon Slough</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        | <div><div>Dragonskull Summit</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Dragonskull Summit</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Dragonskull Summit</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Dragonskull Summit</b><br>Land<br>This land enters tapped unless you control a Swamp or a Mountain.<br>{T}: Add {B} or {R}. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       | <b>Earthshaker Khenra</b> (1)(R)<br>Creature -- Jackal Warrior<br>Haste<br>When this creature enters, target creature with power less than or equal to this creature's power can't block this turn.<br>Eternalize {4}{R}{R} ({4}{R}{R}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Warrior with no mana cost. Eternalize only as a sorcery.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Earthshaker Khenra</b> (1)(R)<br>Creature -- Jackal Warrior<br>Haste<br>When this creature enters, target creature with power less than or equal to this creature's power can't block this turn.<br>Eternalize {4}{R}{R} ({4}{R}{R}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Warrior with no mana cost. Eternalize only as a sorcery.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Glorybringer</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.) <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Goblin Chainwhirler</b> (R)(R)(R)<br>Creature -- Goblin Warrior<br>First strike<br>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Chainwhirler</b> (R)(R)(R)<br>Creature -- Goblin Warrior<br>First strike<br>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                              | <b>Goblin Chainwhirler</b> (R)(R)(R)<br>Creature -- Goblin Warrior<br>First strike<br>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                              | <b>Goblin Chainwhirler</b> (R)(R)(R)<br>Creature -- Goblin Warrior<br>First strike<br>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                 |

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| <div> <div> <b>Hazoret the Fervent</b> <div> <div>3</div> <div>R</div> </div> </div> <div> <div> <div> <div> </div> </div> </div> <div> <div> </div> </div> </div> <div> <div> </div> </div> </div> <div> <div> <div> <div> </div> </div> </div> <div> <div> </div> </div> </div> <div> <div> </div> </div> |
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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                       | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                       | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                             | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                             |
| <div>Pia Nalaar</div> <div>2R</div> <div>Legendary Creature -- Human Artificer</div> <div>When Pia Nalaar enters, create a 1/1 colorless Thopter artifact creature token with flying.<br/>{1}{R}: Target artifact creature gets +1/+0 until end of turn.<br/>{1}, Sacrifice an artifact: Target creature can't block this turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pia Nalaar</div> <div>2R</div> <div>Legendary Creature -- Human Artificer</div> <div>When Pia Nalaar enters, create a 1/1 colorless Thopter artifact creature token with flying.<br/>{1}{R}: Target artifact creature gets +1/+0 until end of turn.<br/>{1}, Sacrifice an artifact: Target creature can't block this turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rekindling Phoenix</div> <div>2RR</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rekindling Phoenix</div> <div>2RR</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Rekindling Phoenix</b> (2)(R)(R)<br>Creature -- Phoenix<br>Flying<br>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rekindling Phoenix</b> (2)(R)(R)<br>Creature -- Phoenix<br>Flying<br>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  | <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  |

Playtest cards - jmaru - Standard (Standard League)

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

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| <div> <b>Soul-Scar Mage</b> <span>(R)</span> </div> <div>           Creature -- Human Wizard         </div> <div> <p>Prowess</p> <p>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                              | <div> <b>Unlicensed Disintegration</b> <span>(1)(B)(R)</span> </div> <div>           Instant         </div> <div> <p>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                 | <div> <b>Unlicensed Disintegration</b> <span>(1)(B)(R)</span> </div> <div>           Instant         </div> <div> <p>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                 | <div> <b>Unlicensed Disintegration</b> <span>(1)(B)(R)</span> </div> <div>           Instant         </div> <div> <p>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                   |
| <div> <b>Arguel's Blood Fast</b> <span>(1)(B)</span> </div> <div>           Legendary Enchantment         </div> <div> <p>{1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast.</p> <p>[sideboard]</p> <p>-----<br/>- - - BACK FACE - - -</p> <div> <b>Temple of Aclazotz</b> </div> <div>           Legendary Land         </div> <div> <p>(Transforms from Arguel's Blood Fast.)</p> <p>{T}: Add {B}.</p> <p>{T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Chandra's Defeat</b> <span>(R)</span> </div> <div>           Instant         </div> <div> <p>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</p> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Chandra's Defeat</b> <span>(R)</span> </div> <div>           Instant         </div> <div> <p>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</p> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Chandra, Torch of Defiance</b> <span>(2)(R)(R)</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div> <p>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</p> <p>[+1]: Add {R}{R}.</p> <p>[-3]: Chandra deals 4 damage to target creature.</p> <p>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</p> <p>[sideboard]</p> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

Playtest cards - jmaru - Standard (Standard League)

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



Chandra, Torch of Defiance

2

R

R

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

[+1]: Add {R}{R}.

[-3]: Chandra deals 4 damage to target creature.

[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."

[sideboard]

L

4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chandra, Torch of Defiance

2

R

R

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

[+1]: Add {R}{R}.

[-3]: Chandra deals 4 damage to target creature.

[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."

[sideboard]

L

4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chandra, Torch of Defiance

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R

R

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

[+1]: Add {R}{R}.

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[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."

[sideboard]

L

4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Doomfall

2

B

Sorcery

Choose one --

\* Target opponent exiles a creature they control.

\* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.

[sideboard]

L

4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress

B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

L

4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress

B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

L

4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Doomfall

2

B

Sorcery

Choose one --

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\* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress

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Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

L

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress

B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

L

4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

## Glorybringer

3 R R

Creature -- Dragon

Flying, haste  
You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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## The Eldest Reborn

4 B

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)  
I -- Each opponent sacrifices a creature or planeswalker of their choice.  
II -- Each opponent discards a card.  
III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.

[sideboard]

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