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| <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Bloodrite Invoker</b> ②B<br>Creature -- Vampire Shaman<br>{8}: Target player loses 3 life and you gain 3 life.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                | <b>Bloodrite Invoker</b> ②B<br>Creature -- Vampire Shaman<br>{8}: Target player loses 3 life and you gain 3 life.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                | <b>Bloodrite Invoker</b> ②B<br>Creature -- Vampire Shaman<br>{8}: Target player loses 3 life and you gain 3 life.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                | <b>Chromatic Star</b> ①<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               |

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| <div><div>Chromatic Star</div><div>1</div></div> <div>Artifact</div> <div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div><div>Chromatic Star</div><div>1</div></div> <div>Artifact</div> <div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div><div>Chromatic Star</div><div>1</div></div> <div>Artifact</div> <div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div><div>Deadly Dispute</div><div>1B</div></div> <div>Instant</div> <div>As an additional cost to cast this<br/>spell, sacrifice an artifact or<br/>creature.<br/>Draw two cards and create a Treasure<br/>token. (It's an artifact with "{T}",<br/>Sacrifice this token: Add one mana<br/>of any color.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Deadly Dispute</div><div>1B</div></div> <div>Instant</div> <div>As an additional cost to cast this<br/>spell, sacrifice an artifact or<br/>creature.<br/>Draw two cards and create a Treasure<br/>token. (It's an artifact with "{T}",<br/>Sacrifice this token: Add one mana<br/>of any color.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deadly Dispute</div><div>1B</div></div> <div>Instant</div> <div>As an additional cost to cast this<br/>spell, sacrifice an artifact or<br/>creature.<br/>Draw two cards and create a Treasure<br/>token. (It's an artifact with "{T}",<br/>Sacrifice this token: Add one mana<br/>of any color.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deadly Dispute</div><div>1B</div></div> <div>Instant</div> <div>As an additional cost to cast this<br/>spell, sacrifice an artifact or<br/>creature.<br/>Draw two cards and create a Treasure<br/>token. (It's an artifact with "{T}",<br/>Sacrifice this token: Add one mana<br/>of any color.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand.<br/>You choose a noncreature, nonland<br/>card from it. That player discards<br/>that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div><div>Energy Refractor</div><div>2</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             |
| <div><div><div>Energy Refractor</div><div>2</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Eviscerator's Insight</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Eviscerator's Insight</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Eviscerator's Insight</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T} ): Add {G} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Ichor Wellspring2</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Ichor Wellspring2</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Ichor Wellspring2</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               |
| <div><div>Ichor Wellspring2</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble16</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C} ."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble16</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C} ."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble16</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C} ."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Malevolent Rumble</b> ①⑥<br><hr/> Sorcery<br><hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Sadistic Glee</b> ⑧<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Whenever a creature dies, put a +1/+1 counter on enchanted creature. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                              | <b>Sadistic Glee</b> ⑧<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Whenever a creature dies, put a +1/+1 counter on enchanted creature. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                              | <b>Sadistic Glee</b> ⑧<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Whenever a creature dies, put a +1/+1 counter on enchanted creature. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                              |
| <b>Sadistic Glee</b> ⑧<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Whenever a creature dies, put a +1/+1 counter on enchanted creature. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                     | <b>Snakeskin Veil</b> ⑥<br><hr/> Instant<br><hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Snakeskin Veil</b> ⑥<br><hr/> Instant<br><hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Snakeskin Veil</b> ⑥<br><hr/> Instant<br><hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - TrueHero - Pauper (Pauper Challenge 32)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Snakeskin Veil</div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</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>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>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Tree of Tales

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tree of Tales

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wizard's Rockets

Artifact

This artifact enters tapped.  
{X}, {T}, Sacrifice this artifact:  
Add X mana in any combination of  
colors.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

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## Wizard's Rockets

Artifact

This artifact enters tapped.  
{X}, {T}, Sacrifice this artifact:  
Add X mana in any combination of  
colors.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

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Circle of Protection: Blue (1)(W)

## Enchantment

```
{1}: The next time a blue source of
your choice would deal damage to you
this turn, prevent that damage.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Blue (1)(W)

## Enchantment

```
{1}: The next time a blue source of
your choice would deal damage to you
this turn, prevent that damage.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Drown in Sorrow** (1)(B)(B)

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Drown in Sorrow** (1)(B)(B)

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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| <div> <b>Drown in Sorrow</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Drown in Sorrow</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mesmeric Fiend</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Nightmare Horror</div> <div> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/> When this creature leaves the battlefield, return the exiled card to its owner's hand. </div> <div>[sideboard]</div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mesmeric Fiend</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Nightmare Horror</div> <div> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/> When this creature leaves the battlefield, return the exiled card to its owner's hand. </div> <div>[sideboard]</div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Snuff Out</b> <div> <div>3</div> <div>B</div> </div> </div> <div>Instant</div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/> Destroy target nonblack creature. It can't be regenerated. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Snuff Out</b> <div> <div>3</div> <div>B</div> </div> </div> <div>Instant</div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/> Destroy target nonblack creature. It can't be regenerated. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Snuff Out</b> <div> <div>3</div> <div>B</div> </div> </div> <div>Instant</div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/> Destroy target nonblack creature. It can't be regenerated. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         | <div> <b>Weather the Storm</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> You gain 3 life.<br/> Storm (When you cast this spell, copy it for each spell cast before it this turn.) </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                           |

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| <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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