

①

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{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

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## Land -- Forest Island

( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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① W U

Creature -- Spirit Soldier

**Flying**  
Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

**2/2**

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| <b>Drogskol Captain</b> (1)(W)(U)<br>Creature -- Spirit Soldier<br>Flying<br>Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         |
| <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Giver of Runes</b> <sup>(W)</sup><br>Creature -- Kor Cleric<br>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Giver of Runes</b> <sup>(W)</sup><br>Creature -- Kor Cleric<br>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                            | <b>Hallowed Fountain</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Hallowed Fountain</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   |
| <b>Horizon Canopy</b><br>Land<br>{T}, Pay 1 life: Add {G} or {W}.<br>{1}, {T}, Sacrifice this land: Draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                               | <b>Mausoleum Wanderer</b> <sup>(U)</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <sup>(U)</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <sup>(U)</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Mausoleum Wanderer</b> <span>U</span><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Misty Rainforest</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             | <b>Moorland Haunt</b><br>Land<br>{T}: Add {C}.<br>{W}{U}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token with flying.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Path to Exile</b> <span>W</span><br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  |
| <b>Path to Exile</b> <span>W</span><br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                         | <b>Path to Exile</b> <span>W</span><br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rattlechains</b> <span>1U</span><br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, target Spirit gains hexproof until end of turn.<br>You may cast Spirit spells as though they had flash.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rattlechains</b> <span>1U</span><br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, target Spirit gains hexproof until end of turn.<br>You may cast Spirit spells as though they had flash.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     |
| <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><div>Selfless Spirit</div><div><div>1</div><div>W</div></div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Sacrifice this creature: Creatures you control gain indestructible until end of turn.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Selfless Spirit</div><div><div>1</div><div>W</div></div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Sacrifice this creature: Creatures you control gain indestructible until end of turn.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Selfless Spirit</b> <span>1</span> <span>W</span><br>Creature -- Spirit Cleric<br>Flying<br>Sacrifice this creature: Creatures you control gain indestructible until end of turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Snow-Covered Island</b><br>Basic Snow Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                 | <b>Snow-Covered Island</b><br>Basic Snow Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                   | <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                   |
| <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                          | <b>Spectral Sailor</b> <span>U</span><br>Creature -- Spirit Pirate<br>Flash (You may cast this spell any time you could cast an instant.)<br>Flying<br>{3}{U}: Draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Queller</b> <span>1</span> <span>W</span> <span>U</span><br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Queller</b> <span>1</span> <span>W</span> <span>U</span><br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                 | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                 |
| <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                      | <b>Unsettled Mariner</b> (W)(U)<br>Creature -- Shapeshifter<br>Changeling (This card is every creature type.)<br>Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Unsettled Mariner</b> (W)(U)<br>Creature -- Shapeshifter<br>Changeling (This card is every creature type.)<br>Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Unsettled Mariner</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <p>Changeling (This card is every creature type.)</p> <p>Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>          | <div> <div>Unsettled Mariner</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <p>Changeling (This card is every creature type.)</p> <p>Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Waterlogged Grove</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life: Add {G} or {U}.</p> <p>{1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                        | <div> <div>Waterlogged Grove</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life: Add {G} or {U}.</p> <p>{1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                        |
| <div> <div>Ashiok, Dream Render</div> <div> <div>1</div> <div>U/B</div> <div>U/B</div> </div> </div> <div> <div>Legendary Planeswalker -- Ashiok</div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Collector Ouphe</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                             | <div> <div>Damping Sphere</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Damping Sphere</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - TheRift289 - Modern (Modern 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Damping Sphere</b> <span>②</span> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    | <div> <b>Deputy of Detention</b> <span>①WU</span> </div> <div>Creature -- Vedalken Wizard</div> <div> <p>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Deputy of Detention</b> <span>①WU</span> </div> <div>Creature -- Vedalken Wizard</div> <div> <p>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Kira, Great Glass-Spinner</b> <span>①UU</span> </div> <div>Legendary Creature -- Spirit</div> <div> <p>Flying</p> <p>Creatures you control have "Whenever this creature becomes the target of a spell or ability for the first time each turn, counter that spell or ability."</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Knight of Autumn</b> <span>①GW</span> </div> <div>Creature -- Dryad Knight</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on this creature.</li> <li>* Destroy target artifact or enchantment.</li> <li>* You gain 4 life.</li> </ul> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Rest in Peace</b> <span>①W</span> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    | <div> <b>Rest in Peace</b> <span>①W</span> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    | <div> <b>Stony Silence</b> <span>①W</span> </div> <div>Enchantment</div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                     |

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| <div><div>Unified Will</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target spell if you control more creatures than that spell's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unified Will</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target spell if you control more creatures than that spell's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unified Will</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target spell if you control more creatures than that spell's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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