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| <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div>Brutal Cathar</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             |

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| <div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Duskwatch Recruiter①⑥</div> <div>Creature -- Human Warrior Werewolf</div> <div>{2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>At the beginning of each upkeep, if no spells were cast last turn, transform this creature.</div> <div>2/2</div> <div>----- BACK FACE -----</div> <div>Krallenhorde Howler</div> <div>Creature -- Werewolf</div> <div>Creature spells you cast cost {1} less to cast.<br/>At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Duskwatch Recruiter①⑥</div> <div>Creature -- Human Warrior Werewolf</div> <div>{2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>At the beginning of each upkeep, if no spells were cast last turn, transform this creature.</div> <div>2/2</div> <div>----- BACK FACE -----</div> <div>Krallenhorde Howler</div> <div>Creature -- Werewolf</div> <div>Creature spells you cast cost {1} less to cast.<br/>At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elvish Mystic⑥</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Elvish Mystic⑥</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             |

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.

Crew 4

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.

Crew 4

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.

Crew 4

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.

Crew 4

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

## Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jaspera Sentinel

**G**

Creature -- Elf Rogue

Reach  
{T}, Tap an untapped creature you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.  
{T}: Add {G}.  
{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Needleverge Pathway</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Needleverge Pathway</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Prosperous Innkeeper 16</div> <div>Creature -- Halfling Citizen</div> <div>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div>Prosperous Innkeeper 16</div> <div>Creature -- Halfling Citizen</div> <div>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div>Prosperous Innkeeper 16</div> <div>Creature -- Halfling Citizen</div> <div>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Prosperous Innkeeper 16</div> <div>Creature -- Halfling Citizen</div> <div>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ranger Class 16</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ranger Class 16</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   |

Playtest cards - Capipf95 - Pioneer (Pioneer Challenge)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Selfless Spirit</div><div><div>1</div><div>W</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stomping Ground</div></div><div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stomping Ground</div></div><div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stomping Ground</div></div><div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     | <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     | <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     |

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| <div> <div>Tovolar, Dire Overlord</div> <div>Card</div> <div></div> <div>OTHER FACE</div> <div>Tovolar, Dire Overlord</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <div>Tovolar, Dire Overlord</div> <div>Card</div> <div></div> <div>OTHER FACE</div> <div>Tovolar, Dire Overlord</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <div>Tovolar's Huntmaster 4GG</div> <div>Creature -- Human Werewolf</div> <div>When this creature enters, create two 2/2 green Wolf creature tokens.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>6/6</div> <div>BACK FACE</div> <div>Tovolar's Packleader</div> <div>Creature -- Werewolf</div> <div>Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens.<br/>{2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tovolar's Huntmaster 4GG</div> <div>Creature -- Human Werewolf</div> <div>When this creature enters, create two 2/2 green Wolf creature tokens.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>6/6</div> <div>BACK FACE</div> <div>Tovolar's Packleader</div> <div>Creature -- Werewolf</div> <div>Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens.<br/>{2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Tovolar's Huntmaster 4GG</div> <div>Creature -- Human Werewolf</div> <div>When this creature enters, create two 2/2 green Wolf creature tokens.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>6/6</div> <div>BACK FACE</div> <div>Tovolar's Packleader</div> <div>Creature -- Werewolf</div> <div>Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens.<br/>{2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tovolar's Huntmaster 4GG</div> <div>Creature -- Human Werewolf</div> <div>When this creature enters, create two 2/2 green Wolf creature tokens.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>6/6</div> <div>BACK FACE</div> <div>Tovolar's Packleader</div> <div>Creature -- Werewolf</div> <div>Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens.<br/>{2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Voice of Resurgence GW</div> <div>Creature -- Elemental</div> <div>Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Voice of Resurgence GW</div> <div>Creature -- Elemental</div> <div>Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                           |

Playtest cards - Capipf95 - Pioneer (Pioneer Challenge)

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><div><div>Eidolon of Rhetoric</div><div>2W</div></div><div>Enchantment Creature -- Spirit</div><div>Each player can't cast more than one spell each turn.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div><div>Eidolon of Rhetoric</div><div>2W</div></div><div>Enchantment Creature -- Spirit</div><div>Each player can't cast more than one spell each turn.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elite Spellbinder</div><div>2W</div></div><div>Creature -- Human Cleric</div><div>Flying<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elite Spellbinder</div><div>2W</div></div><div>Creature -- Human Cleric</div><div>Flying<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Elite Spellbinder</div><div>2W</div></div><div>Creature -- Human Cleric</div><div>Flying<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rending Volley</div><div>R</div></div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Rending Volley</div><div>R</div></div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               | <div><div><div>Rending Volley</div><div>R</div></div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               |

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Selfless Spirit</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <p>Flying</p> <p>Sacrifice this creature: Creatures you control gain indestructible until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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