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| <div><div><div><div><div><div></div><div><b>Basking Broodscale</b></div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>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}."</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Basking Broodscale</b></div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>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}."</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Basking Broodscale</b></div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>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}."</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Basking Broodscale</b></div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>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}."</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Corrupted Conviction</b></div><div><div>B</div></div></div></div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                                  | <div><div><div><div><div><div></div><div><b>Corrupted Conviction</b></div><div><div>B</div></div></div></div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                                  | <div><div><div><div><div><div></div><div><b>Corrupted Conviction</b></div><div><div>B</div></div></div></div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                                  | <div><div><div><div><div><div></div><div><b>Corrupted Conviction</b></div><div><div>B</div></div></div></div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                                  |

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| <div><div>Deadly Dispute</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 and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana 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 spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana 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 spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana 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 spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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> |

① ② B

As an additional cost to cast this spell, sacrifice an artifact or creature.  
Draw two cards.  
Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

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

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**B**

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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**B**

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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**B**

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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**B**

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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(T: Add B or G.)  
This land enters tapped.

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( {T}: Add {B} or {G}.)  
This land enters tapped.

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| <div><div>Haunted Mire</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Haunted Mire</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |
| <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble</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 Rumble</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> (1)(G)<br>Sorcery<br>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>              | <b>Malevolent Rumble</b> (1)(G)<br>Sorcery<br>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>              | <b>Mesmeric Fiend</b> (1)(B)<br>Creature -- Nightmare Horror<br>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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mesmeric Fiend</b> (1)(B)<br>Creature -- Nightmare Horror<br>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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Mesmeric Fiend</b> (1)(B)<br>Creature -- Nightmare Horror<br>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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mesmeric Fiend</b> (1)(B)<br>Creature -- Nightmare Horror<br>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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Nadier's Nightblade</b> (2)(B)<br>Creature -- Elf Warrior<br>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            | <b>Nadier's Nightblade</b> (2)(B)<br>Creature -- Elf Warrior<br>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            |

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| <div> <div>Sadistic Glee</div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Whenever a creature dies, put a<br/>           +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                              | <div> <div>Sadistic Glee</div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Whenever a creature dies, put a<br/>           +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                              | <div> <div>Sadistic Glee</div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Whenever a creature dies, put a<br/>           +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                              | <div> <div>Sadistic Glee</div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Whenever a creature dies, put a<br/>           +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                              |
| <div> <div>Shambling Ghast</div> <div>Creature -- Zombie</div> <div>           When this creature dies, choose one<br/>           --<br/>           * Target creature an opponent<br/>           controls gets -1/-1 until end of<br/>           turn.<br/>           * Create a Treasure token. (It's an<br/>           artifact with "{T}", Sacrifice this<br/>           token: Add one mana of any color.")         </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Shambling Ghast</div> <div>Creature -- Zombie</div> <div>           When this creature dies, choose one<br/>           --<br/>           * Target creature an opponent<br/>           controls gets -1/-1 until end of<br/>           turn.<br/>           * Create a Treasure token. (It's an<br/>           artifact with "{T}", Sacrifice this<br/>           token: Add one mana of any color.")         </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Shambling Ghast</div> <div>Creature -- Zombie</div> <div>           When this creature dies, choose one<br/>           --<br/>           * Target creature an opponent<br/>           controls gets -1/-1 until end of<br/>           turn.<br/>           * Create a Treasure token. (It's an<br/>           artifact with "{T}", Sacrifice this<br/>           token: Add one mana of any color.")         </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Shambling Ghast</div> <div>Creature -- Zombie</div> <div>           When this creature dies, choose one<br/>           --<br/>           * Target creature an opponent<br/>           controls gets -1/-1 until end of<br/>           turn.<br/>           * Create a Treasure token. (It's an<br/>           artifact with "{T}", Sacrifice this<br/>           token: Add one mana of any color.")         </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                  |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sylvok Lifestaff①</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tamiyo's Safekeeping⑥</div> <div>Instant</div> <div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div><b>Tamiyo's Safekeeping</b></div><div><div>G</div></div></div><div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Tree of Tales</b></div><div></div></div><div><div>Artifact Land</div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                 | <div><div><div><b>Vault of Whispers</b></div><div></div></div><div><div>Artifact Land</div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                    | <div><div><div><b>Vault of Whispers</b></div><div></div></div><div><div>Artifact Land</div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                    |
| <div><div><div><b>Breath Weapon</b></div><div><div>2</div><div>R</div></div></div><div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div></div></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             | <div><div><div><b>Breath Weapon</b></div><div><div>2</div><div>R</div></div></div><div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div></div></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Duress</b></div><div><div>B</div></div></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></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Duress</b></div><div><div>B</div></div></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></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Snuff Out</div><div>3B</div></div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Snuff Out</div><div>3B</div></div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><div>Snuff Out</div><div>3B</div></div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Snuff Out</div><div>3B</div></div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sylvok Lifestaff</div><div>1</div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Tamiyo's Safekeeping</div><div>G</div></div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Weather the Storm</div><div>1G</div></div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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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