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| <div><div><div>Aluren</div><div>2GG</div></div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Aluren</div><div>2GG</div></div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Aluren</div><div>2GG</div></div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Aluren</div><div>2GG</div></div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Birds of Paradise</div><div>G</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div><div>Birds of Paradise</div><div>G</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div><div>Birds of Paradise</div><div>G</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div><div>Birds of Paradise</div><div>G</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           |

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| <div><div>Cabal Therapy</div><div>B</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div>B</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div>B</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div>B</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cavern Harpy</div><div>UB</div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Cavern Harpy</div><div>UB</div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Cavern Harpy</div><div>UB</div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        |

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| <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Intuition</div><div>Instant</div><div>Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              |
| <div>Man-o'-War</div> <div>2U</div> <div>Creature -- Jellyfish</div> <div>When this creature enters, return target creature to its owner's hand.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Man-o'-War</div> <div>2U</div> <div>Creature -- Jellyfish</div> <div>When this creature enters, return target creature to its owner's hand.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mesmeric Fiend</div> <div>1B</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mesmeric Fiend</div> <div>1B</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Mesmeric Fiend</div><div><div>1</div><div>B</div></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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Rager</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Phyrexian Horror</div><div>When this creature enters, you draw a card and you lose 1 life.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Rager</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Phyrexian Horror</div><div>When this creature enters, you draw a card and you lose 1 life.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      | <div><div>Polluted Delta</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                        |
| <div><div>Polluted Delta</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   | <div><div>Polluted Delta</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   | <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/>When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/>When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/>When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/>When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reflecting Pool</div><div>Land</div><div>{T}: Add one mana of any type that a land you control could produce.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Cutpurse</div><div><div>2</div><div>U</div></div><div>Creature -- Human Pirate</div><div>When this creature enters, each opponent sacrifices a permanent of their choice unless they pay {1}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Spike Feeder</div><div><div>1</div><div>G</div><div>G</div></div><div>Creature -- Spike</div><div>This creature enters with two +1/+1 counters on it.<br/>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.<br/>Remove a +1/+1 counter from this creature: You gain 2 life.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Spike Feeder</div><div><div>1</div><div>G</div><div>G</div></div><div>Creature -- Spike</div><div>This creature enters with two +1/+1 counters on it.<br/>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.<br/>Remove a +1/+1 counter from this creature: You gain 2 life.</div><div>0/0</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>                                                                                                                                                      |

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| <div> <div>Sylvan Library</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tsabo's Web</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>When this artifact enters, draw a card.</p> <p>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unearth</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unearth</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Wall of Blossoms</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <p>Defender</p> <p>When this creature enters, draw a card.</p> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                          | <div> <div>Wall of Blossoms</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <p>Defender</p> <p>When this creature enters, draw a card.</p> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                         | <div> <div>Wall of Blossoms</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <p>Defender</p> <p>When this creature enters, draw a card.</p> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      | <div> <div>Wall of Blossoms</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <p>Defender</p> <p>When this creature enters, draw a card.</p> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      |

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| <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                         | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                         | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                  | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                  |
| <div> <div> <div>Bone Shredder</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Phyrexian Minion</div> <div> Flying<br/> Echo { 2 } { B } (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/> When this creature enters, destroy target nonartifact, nonblack creature.<br/><br/> [sideboard] </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Bone Shredder</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Phyrexian Minion</div> <div> Flying<br/> Echo { 2 } { B } (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/> When this creature enters, destroy target nonartifact, nonblack creature.<br/><br/> [sideboard] </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Engineered Plague</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> As this enchantment enters, choose a creature type.<br/> All creatures of the chosen type get -1/-1.<br/><br/> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Engineered Plague</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> As this enchantment enters, choose a creature type.<br/> All creatures of the chosen type get -1/-1.<br/><br/> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             |
| <div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Phyrexian Furnace</div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Phyrexian Furnace</div> <div>Artifact</div> <div> {T}: Exile the bottom card of target player's graveyard.<br/> {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>1</div> | <div>Uktabi Orangutan</div> <div>Creature -- Ape</div> <div> When this creature enters, destroy target artifact. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>26</div> | <div>Xantid Swarm</div> <div>Creature -- Insect</div> <div> Flying<br/> Whenever this creature attacks, defending player can't cast spells this turn. </div> <div>[sideboard]</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>6</div> |  |
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