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| <div> <b>Aclazotz, Deepest Betrayal</b> <span>3</span><span>B</span><span>B</span> </div> <div>           Legendary Creature -- Bat God         </div> <div>           Flying, lifelink<br/>           Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.<br/>           Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.<br/>           When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.         </div> <div> <div>4/4</div> <div>----- BACK FACE -----</div> </div> <div> <b>Temple of the Dead</b> </div> <div>           Land         </div> <div>           (Transforms from Aclazotz, Deepest Betrayal.)<br/>           {T}: Add {B}.<br/>           {2}{B}, {T}: Transform this land.<br/>           Activate only if a player has one or fewer cards in hand and only as a sorcery.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Aclazotz, Deepest Betrayal</b> <span>3</span><span>B</span><span>B</span> </div> <div>           Legendary Creature -- Bat God         </div> <div>           Flying, lifelink<br/>           Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.<br/>           Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.<br/>           When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.         </div> <div> <div>4/4</div> <div>----- BACK FACE -----</div> </div> <div> <b>Temple of the Dead</b> </div> <div>           Land         </div> <div>           (Transforms from Aclazotz, Deepest Betrayal.)<br/>           {T}: Add {B}.<br/>           {2}{B}, {T}: Transform this land.<br/>           Activate only if a player has one or fewer cards in hand and only as a sorcery.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Anoint with Affliction</b> <span>1</span><span>B</span> </div> <div>           Instant         </div> <div>           Exile target creature if it has mana value 3 or less.<br/>           Corrupted -- Exile that creature instead if its controller has three or more poison counters.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                   | <div> <b>Anoint with Affliction</b> <span>1</span><span>B</span> </div> <div>           Instant         </div> <div>           Exile target creature if it has mana value 3 or less.<br/>           Corrupted -- Exile that creature instead if its controller has three or more poison counters.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                               |
| <div> <b>Anoint with Affliction</b> <span>1</span><span>B</span> </div> <div>           Instant         </div> <div>           Exile target creature if it has mana value 3 or less.<br/>           Corrupted -- Exile that creature instead if its controller has three or more poison counters.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Archfiend of the Dross</b> <span>2</span><span>B</span><span>B</span> </div> <div>           Creature -- Phyrexian Demon         </div> <div>           Flying<br/>           This creature enters with four oil counters on it.<br/>           At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>           Whenever a creature an opponent controls dies, its controller loses 2 life.         </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                             | <div> <b>Archfiend of the Dross</b> <span>2</span><span>B</span><span>B</span> </div> <div>           Creature -- Phyrexian Demon         </div> <div>           Flying<br/>           This creature enters with four oil counters on it.<br/>           At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>           Whenever a creature an opponent controls dies, its controller loses 2 life.         </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bandit's Talent</b> <span>1</span><span>B</span> </div> <div>           Enchantment -- Class         </div> <div>           (Gain the next level as a sorcery to add its ability.)<br/>           When this Class enters, each opponent discards two cards unless they discard a nonland card.<br/>           {B}: Level 2<br/>           At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.<br/>           {3}{B}: Level 3<br/>           At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |



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| <b>Deep-Cavern Bat</b> (1)(B)<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            | <b>Deep-Cavern Bat</b> (1)(B)<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Deep-Cavern Bat</b> (1)(B)<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Demolition Field</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Demolition Field</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                   |

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| <div><div><div>Fountainport</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fountainport</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gix, Yawgmoth Praetor 1BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><div>Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.</div><div>{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.</div></div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gix, Yawgmoth Praetor 1BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><div>Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.</div><div>{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.</div></div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Go for the Throat 1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                  | <div><div><div>Go for the Throat 1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                  | <div><div><div>Go for the Throat 1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Go for the Throat 1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                           |

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| <div>Starscape Cleric<div><div>1B</div></div><div>Creature -- Bat Cleric</div><div>Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Flying<br/>This creature can't block.<br/>Whenever you gain life, each opponent loses 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Starscape Cleric<div><div>1B</div></div><div>Creature -- Bat Cleric</div><div>Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Flying<br/>This creature can't block.<br/>Whenever you gain life, each opponent loses 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Starscape Cleric<div><div>1B</div></div><div>Creature -- Bat Cleric</div><div>Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Flying<br/>This creature can't block.<br/>Whenever you gain life, each opponent loses 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Swamp<div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Swamp<div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div>Swamp<div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div>Swamp<div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div>Swamp<div></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>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>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> |

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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>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> Unholy Annex 2B </div> <div> Enchantment -- Room </div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div> 3BB </div> <div> Ritual Chamber </div> <div> Enchantment -- Room </div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Unstoppable Slasher 2B </div> <div> Creature -- Zombie Assassin </div> <div> <p>Deathtouch</p> <p>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</p> <p>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Unstoppable Slasher 2B </div> <div> Creature -- Zombie Assassin </div> <div> <p>Deathtouch</p> <p>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</p> <p>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Unstoppable Slasher 2B </div> <div> Creature -- Zombie Assassin </div> <div> <p>Deathtouch</p> <p>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</p> <p>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Unstoppable Slasher 2B </div> <div> Creature -- Zombie Assassin </div> <div> <p>Deathtouch</p> <p>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</p> <p>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                                           | <div> <div> Cerebral Confiscation 2B </div> <div> Sorcery </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target opponent discards two cards.</li> <li>* Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</li> </ul> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                  | <div> <div> Cerebral Confiscation 2B </div> <div> Sorcery </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target opponent discards two cards.</li> <li>* Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</li> </ul> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                  | <div> <div> Cut Down B </div> <div> Instant </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                      |

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| <p><b>Cut Down</b> <span>(B)</span></p> <p>Instant</p> <p>Destroy target creature with total power and toughness 5 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                   | <p><b>Duress</b> <span>(B)</span></p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                   | <p><b>Feed the Cycle</b> <span>(1)(B)</span></p> <p>Instant</p> <p>As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Feed the Cycle</b> <span>(1)(B)</span></p> <p>Instant</p> <p>As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Ghost Vacuum</b> <span>(1)</span></p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ghost Vacuum</b> <span>(1)</span></p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Liliana of the Veil</b> <span>(1)(B)(B)</span></p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Pilfer</b> <span>(1)(B)</span></p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                |

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| <div> <div>Pilfer</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Withering Torment</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or enchantment. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Withering Torment</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or enchantment. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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