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| <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Boggart Trawler</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Boggart Bog</div> <div></div> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                           | <div> <div>Boggart Trawler</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Boggart Bog</div> <div></div> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                           | <div> <div>Chrome Mox</div> <div> <div>9</div> </div> </div> <div>Artifact</div> <div> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                  | <div> <div>Chrome Mox</div> <div> <div>9</div> </div> </div> <div>Artifact</div> <div> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                  |

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| <div> <div>Chrome Mox</div> <div>Artifact</div> <div> Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                                                                                                                 | <div> <div>Chrome Mox</div> <div>Artifact</div> <div> Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                                                                                                                 | <div> <div>Deathrite Shaman</div> <div>Creature -- Elf Shaman</div> <div> {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/> {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/> {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                           | <div> <div>Deathrite Shaman</div> <div>Creature -- Elf Shaman</div> <div> {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/> {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/> {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                           |
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| <div> <b>Dedicated Dollmaker</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Dwarf Artificer         </div> <div> <p>When Dedicated Dollmaker enters, exile up to one other target nonland, nontoken permanent. Its controller creates a token that's a copy of it, except it's not legendary and it's an artifact in addition to its other types.</p> <p>{1}{W}: Tokens you control gain indestructible until end of turn. Activate only once.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Dedicated Dollmaker</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Dwarf Artificer         </div> <div> <p>When Dedicated Dollmaker enters, exile up to one other target nonland, nontoken permanent. Its controller creates a token that's a copy of it, except it's not legendary and it's an artifact in addition to its other types.</p> <p>{1}{W}: Tokens you control gain indestructible until end of turn. Activate only once.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Emptiness</b> <div> <div>4</div> <div>W/B</div> <div>W/B</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>When this creature enters, if {W}{W} was spent to cast it, return target creature card with mana value 3 or less from your graveyard to the battlefield.</p> <p>When this creature enters, if {B}{B} was spent to cast it, put three -1/-1 counters on up to one target creature.</p> <p>Evoke {W/B}{W/B}</p> </div> <div> <div>3/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Emptiness</b> <div> <div>4</div> <div>W/B</div> <div>W/B</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>When this creature enters, if {W}{W} was spent to cast it, return target creature card with mana value 3 or less from your graveyard to the battlefield.</p> <p>When this creature enters, if {B}{B} was spent to cast it, put three -1/-1 counters on up to one target creature.</p> <p>Evoke {W/B}{W/B}</p> </div> <div> <div>3/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Godless Shrine</b> </div> <div>           Land -- Plains Swamp         </div> <div> <p>{T}: Add {W} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                         | <div> <b>Godless Shrine</b> </div> <div>           Land -- Plains Swamp         </div> <div> <p>{T}: Add {W} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                         | <div> <b>Grief</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Menace</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Evoke--Exile a black card from your hand.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                  | <div> <b>Grief</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Menace</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Evoke--Exile a black card from your hand.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                  |

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| <div><div><div>Juggernaut Peddler</div><div><div>W</div><div>B</div></div></div><div><div>Creature -- Human Artificer</div><div>Vigilance<br/>When Juggernaut Peddler enters, target player reveals all nonland cards in their hand. You may choose one of those cards. If you do, that player exiles it and conjures a card named Juggernaut into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Juggernaut Peddler</div><div><div>W</div><div>B</div></div></div><div><div>Creature -- Human Artificer</div><div>Vigilance<br/>When Juggernaut Peddler enters, target player reveals all nonland cards in their hand. You may choose one of those cards. If you do, that player exiles it and conjures a card named Juggernaut into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Juggernaut Peddler</div><div><div>W</div><div>B</div></div></div><div><div>Creature -- Human Artificer</div><div>Vigilance<br/>When Juggernaut Peddler enters, target player reveals all nonland cards in their hand. You may choose one of those cards. If you do, that player exiles it and conjures a card named Juggernaut into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |
| <div><div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               | <div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Overlord of the Balemurk</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div><div>5/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Overlord of the Balemurk</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div><div>5/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Overlord of the Balemurk</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div><div>5/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Overlord of the Balemurk</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div><div>5/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                       | <div>Renegade Rallier 1GW</div> <div>Creature -- Human Warrior</div> <div>Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Renegade Rallier 1GW</div> <div>Creature -- Human Warrior</div> <div>Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Renegade Rallier 1GW</div> <div>Creature -- Human Warrior</div> <div>Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      |

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| <div><div>Temple Garden</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Temple Garden</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Up the Beanstalk<div>16</div></div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div>Up the Beanstalk<div>16</div></div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Witch Enchanter</div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Witch Enchanter</div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Witch Enchanter</div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |
| <div><div><div>Culling Ritual</div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><div>Culling Ritual</div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Culling Ritual</div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Culling Ritual</div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>W</div></div></div>                                     | <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>W</div></div></div>                                     | <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>W</div></div></div>                                                                                                                                                    | <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>W</div></div></div>                                                                                                  |
| <div><div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1BB</div></div></div> | <div><div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1BB</div></div></div> | <div><div><div>Grief</div><div>Creature -- Elemental Incarnation</div><div>Menace<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke--Exile a black card from your hand.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>2BB</div></div></div> | <div><div><div>Haywire Mite</div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1</div></div></div> |

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| <div> <div> <b>Haywire Mite</b> <div>1</div> </div> <div>           Artifact Creature -- Insect         </div> <div>           When this creature dies, you gain 2 life.<br/>           {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br/><br/>           [sideboard]         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Orcish Bowmasters</b> <div>1B</div> </div> <div>           Creature -- Orc Archer         </div> <div>           Flash<br/>           When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br/><br/>           [sideboard]         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Orcish Bowmasters</b> <div>1B</div> </div> <div>           Creature -- Orc Archer         </div> <div>           Flash<br/>           When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br/><br/>           [sideboard]         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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