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| <div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent<br/>with mana value 3 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                  | <div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent<br/>with mana value 3 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                      | <div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent<br/>with mana value 3 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div><div>1</div><div>G</div></div></div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend<br/>1. (Target land you control becomes<br/>a 0/0 creature with haste that's<br/>still a land. Put a +1/+1 counter on<br/>it. When it dies or is exiled,<br/>return it to the battlefield<br/>tapped.)<br/>Whenever you tap a creature for<br/>mana, add an additional {G}.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the<br/>number of card types among cards in<br/>all graveyards and its toughness is<br/>equal to that number plus 1.<br/>Whenever this creature deals combat<br/>damage to a player, you may mill<br/>that many cards. If you do, you may<br/>put a creature card from among them<br/>into your hand.</div><div><div>*/1+*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ba Sing Se</div></div><div>Land</div><div>This land enters tapped unless you<br/>control a basic land.<br/>{T}: Add {G}.<br/>{2}{G}, {T}: Earthbend 2. Activate<br/>only as a sorcery. (Target land you<br/>control becomes a 0/0 creature with<br/>haste that's still a land. Put two<br/>+1/+1 counters on it. When it dies<br/>or is exiled, return it to the<br/>battlefield tapped.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bayou</div></div><div>Land -- Swamp Forest</div><div>( {T}: Add {B} or {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Bayou</div></div><div>Land -- Swamp Forest</div><div>( {T}: Add {B} or {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                  |

**G**

Flying  
{T}: Add one mana of any color.

0/1

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**G**

Flying  
{T}: Add one mana of any color.

0/1

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5GGG

**Haste**  
When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

5/5

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(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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**G**

This creature gets +2/+2 as long as there are three or more land cards in your graveyard.

{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

This creature gets +2/+2 as long as there are three or more land cards in your graveyard.

{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

1/2

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This creature gets +2/+2 as long as there are three or more land cards in your graveyard.

{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

1/2

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(B/G) (B/G)

This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.

1/1

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| <div><div><div>Fiend Artisan</div><div><div>B/G</div><div>B/G</div></div></div><div><div>Creature -- Nightmare</div><div></div></div><div><div>This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.</div><div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div><div></div></div><div><div>Basic Land -- Forest</div><div></div></div><div><div>({T}: Add {G}.)</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                              | <div><div><div>Forest</div><div></div></div><div><div>Basic Land -- Forest</div><div></div></div><div><div>({T}: Add {G}.)</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                              | <div><div><div>Formidable Speaker</div><div><div>2</div><div>G</div></div></div><div><div>Creature -- Elf Druid</div><div></div></div><div><div>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</div><div></div></div><div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Gaea's Cradle</div><div></div></div><div><div>Legendary Land</div><div></div></div><div><div>{T}: Add {G} for each creature you control.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                              | <div><div><div>Gaea's Cradle</div><div></div></div><div><div>Legendary Land</div><div></div></div><div><div>{T}: Add {G} for each creature you control.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Gaea's Cradle</div><div></div></div><div><div>Legendary Land</div><div></div></div><div><div>{T}: Add {G} for each creature you control.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div><div>Sorcery</div><div></div></div><div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                         |

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| <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                             | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                             | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><div>Grist, the Hunger Tide</div><div><div>1</div><div>B</div><div>G</div></div></div><div>Legendary Planeswalker -- Grist</div><div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div><div><div>L</div><div>3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Hogaak, Arisen Necropolis</div><div><div>5</div><div>B</div><div>G</div><div>B</div><div>G</div></div></div><div>Legendary Creature -- Avatar</div><div>You can't spend mana to cast this spell.<br/>Convoke, delve (Each creature you tap while casting this spell pays for {1} or one mana of that creature's color. Each card you exile from your graveyard pays for {1}.)<br/>You may cast this card from your graveyard.<br/>Trample</div><div><div>8</div><div>8</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hogaak, Arisen Necropolis</div><div><div>5</div><div>B</div><div>G</div><div>B</div><div>G</div></div></div><div>Legendary Creature -- Avatar</div><div>You can't spend mana to cast this spell.<br/>Convoke, delve (Each creature you tap while casting this spell pays for {1} or one mana of that creature's color. Each card you exile from your graveyard pays for {1}.)<br/>You may cast this card from your graveyard.<br/>Trample</div><div><div>8</div><div>8</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ignoble Hierarch</div><div><div>G</div></div></div><div>Creature -- Goblin Shaman</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</div><div><div>0</div><div>1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ignoble Hierarch</div><div><div>G</div></div></div><div>Creature -- Goblin Shaman</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</div><div><div>0</div><div>1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                |

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| <div><div><div>Ignoble Hierarchy</div><div>6</div></div><div>Creature -- Goblin Shaman</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ignoble Hierarchy</div><div>6</div></div><div>Creature -- Goblin Shaman</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lazotep Quarry</div></div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add one mana of any color.<br/>{X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div><div>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Natural Order</div><div>266</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Natural Order</div><div>266</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div><div>Natural Order</div><div>266</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Noble Hierarchy</b> ⑥</p> <p>Creature -- Human Druid</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Once Upon a Time</b> ①⑥</p> <p>Instant</p> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Once Upon a Time</b> ①⑥</p> <p>Instant</p> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Once Upon a Time</b> ①⑥</p> <p>Instant</p> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Quirion Ranger</b> ⑥</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                 | <p><b>Sylvan Safekeeper</b> ⑥</p> <p>Creature -- Human Wizard</p> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                        | <p><b>Sylvan Safekeeper</b> ⑥</p> <p>Creature -- Human Wizard</p> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                        | <p><b>Talon Gates of Madara</b></p> <p>Land -- Gate</p> <p>When this land enters, up to one target creature phases out.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{4}: Put this card from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                        |

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| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</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>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>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Collector Ouphe</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Duress</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>Duress</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>  |

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| <div><div><div>Endurance</div><div>①⑥⑥</div></div><div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Endurance</div><div>①⑥⑥</div></div><div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                               | <div><div><div>Force of Vigor</div><div>②⑥⑥</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Force of Vigor</div><div>②⑥⑥</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Force of Vigor</div><div>②⑥⑥</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                         | <div><div><div>Opposition Agent</div><div>②③</div></div><div><div>Creature -- Human Rogue</div><div>Flash<br/>You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.</div><div>[sideboard]</div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Snuff Out</div><div>③③</div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                          | <div><div><div>Snuff Out</div><div>③③</div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                          |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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