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| <div> <b>Amalia Benavides Aguirre</b> <span>W</span> <span>B</span> </div> <div>           Legendary Creature -- Vampire Scout         </div> <div> <p>Ward--Pay 3 life.</p> <p>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Amalia Benavides Aguirre</b> <span>W</span> <span>B</span> </div> <div>           Legendary Creature -- Vampire Scout         </div> <div> <p>Ward--Pay 3 life.</p> <p>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Amalia Benavides Aguirre</b> <span>W</span> <span>B</span> </div> <div>           Legendary Creature -- Vampire Scout         </div> <div> <p>Ward--Pay 3 life.</p> <p>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Amalia Benavides Aguirre</b> <span>W</span> <span>B</span> </div> <div>           Legendary Creature -- Vampire Scout         </div> <div> <p>Ward--Pay 3 life.</p> <p>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Bleachbone Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {B}.</p> <p>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Bleachbone Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {B}.</p> <p>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Case of the Uneaten Feast</b> <span>W</span> </div> <div>           Enchantment -- Case         </div> <div> <p>Whenever a creature you control enters, you gain 1 life.</p> <p>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                 | <div> <b>Case of the Uneaten Feast</b> <span>W</span> </div> <div>           Enchantment -- Case         </div> <div> <p>Whenever a creature you control enters, you gain 1 life.</p> <p>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                 |

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| <div><div>Case of the Uneaten Feast (W)</div><div>Enchantment -- Case</div><div>Whenever a creature you control enters, you gain 1 life.<br/>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Case of the Uneaten Feast (W)</div><div>Enchantment -- Case</div><div>Whenever a creature you control enters, you gain 1 life.<br/>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                         | <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |
| <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div>Enduring Innocence (1(W)(W))</div><div>Enchantment Creature -- Sheep Glimmer</div><div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Enduring Innocence (1(W)(W))</div><div>Enchantment Creature -- Sheep Glimmer</div><div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Erode (W)</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Erode</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Essence Channeler</div> <div>Creature -- Bat Cleric</div> <div>As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Essence Channeler</div> <div>Creature -- Bat Cleric</div> <div>As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Essence Channeler</div> <div>Creature -- Bat Cleric</div> <div>As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.) 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>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.) 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>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.) 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>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.) 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>                                                                                                                                            |

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| <b>Haliya, Guided by Light</b> (2)(W)<br>Legendary Creature -- Human Soldier<br>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.<br>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.<br>Warp {W} (You may cast this card from your hand for its warp cost.<br>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Haliya, Guided by Light</b> (2)(W)<br>Legendary Creature -- Human Soldier<br>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.<br>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.<br>Warp {W} (You may cast this card from your hand for its warp cost.<br>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Haliya, Guided by Light</b> (2)(W)<br>Legendary Creature -- Human Soldier<br>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.<br>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.<br>Warp {W} (You may cast this card from your hand for its warp cost.<br>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                    |
| <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                         | <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                         | <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                         | <b>Lunar Convocation</b> (W)(B)<br>Enchantment<br>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br>{1}{B}, Pay 2 life: Draw a card.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div>Lunar Convocation (W)(B)</div> <div>Enchantment</div> <div>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br/>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br/>{1}{B}, Pay 2 life: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                   | <div>Lunar Convocation (W)(B)</div> <div>Enchantment</div> <div>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br/>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br/>{1}{B}, Pay 2 life: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Moseo, Vein's New Dean (2)(B)</div> <div>Legendary Creature -- Bird Skeleton Warlock</div> <div>Flying<br/>When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."<br/>Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Moseo, Vein's New Dean (2)(B)</div> <div>Legendary Creature -- Bird Skeleton Warlock</div> <div>Flying<br/>When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."<br/>Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Moseo, Vein's New Dean (2)(B)</div> <div>Legendary Creature -- Bird Skeleton Warlock</div> <div>Flying<br/>When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."<br/>Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Multiversal Passage</div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                          | <div>Multiversal Passage</div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                               |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Seam Rip</div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Seam Rip</div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           |
| <div>Shattered Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shattered Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shattered Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div>Starscape Cleric</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> |

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| <div>Starscape Cleric<div><div>1</div><div>B</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>1</div><div>B</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>1</div><div>B</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>Starting Town<div></div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Starting Town<div></div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div>Starting Town<div></div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div>Starting Town<div></div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</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><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Voice of Victory</div><div>Creature -- Human Bard</div><div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Voice of Victory</div><div>Creature -- Human Bard</div><div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zora, Spider Fancier</div><div>(card data unavailable)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
| <div><div>Ancient Vendetta</div><div>Sorcery</div><div>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Vendetta</div><div>Sorcery</div><div>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Day of Judgment</div><div>Sorcery</div><div>Destroy all creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div>Day of Judgment</div><div>Sorcery</div><div>Destroy all creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       |
| <div><div><div>Erode</div><div>W</div></div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyrrhic Strike</div><div>2W</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.)<br/>Choose one. If this spell's additional cost was paid, choose both instead.<br/>* Destroy target artifact or enchantment.<br/>* Destroy target creature with mana value 3 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

② ② W

As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.)

- \* Destroy target artifact or enchantment.

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* Destroy target creature with mana
value 3 or greater.
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[sideboard]

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① ②

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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1 B

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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