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| <div><div><b>Bleachbone Verge</b></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.<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><b>Consult the Star Charts</b> ①②</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Consult the Star Charts (1)(U)</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Cover-Up (3)(B)(B)</div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Cover-Up (3)(B)(B)</div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           |
| <div><div>Firebending Lesson (R)</div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Firebending Lesson (R)</div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Firebending Lesson (R)</div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Fire Magic (R)</div><div>Instant</div><div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Flashback <span>Ⓡ</span></div> <div>Instant</div> <div>Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                  | <div>Flashback <span>Ⓡ</span></div> <div>Instant</div> <div>Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                  | <div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Inevitable Defeat <span>1</span><span>Ⓡ</span><span>Ⓦ</span><span>Ⓟ</span></div> <div>Instant</div> <div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                      | <div>Inevitable Defeat <span>1</span><span>Ⓡ</span><span>Ⓦ</span><span>Ⓟ</span></div> <div>Instant</div> <div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                      |

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| <div><div><div>Inevitable Defeat</div><div>1RWB</div></div><div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                | <div><div><div>Jeskai Revelation</div><div>4URW</div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Jeskai Revelation</div><div>4URW</div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Jeskai Revelation</div><div>4URW</div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Jeskai Revelation</div><div>4URW</div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                  | <div><div><div>Mistrise Village</div></div><div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                             |

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| <div><div><b>Riverpyre Verge</b></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><b>Riverpyre Verge</b></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Riverpyre Verge</b></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><b>Sacred Foundry</b></div><div>Land -- Mountain Plains</div><div>(T): Add {R} 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><b>Sacred Foundry</b></div><div>Land -- Mountain Plains</div><div>(T): Add {R} 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><b>Sear</b></div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><b>Shattered Sanctum</b></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> | <div><div><b>Shattered Sanctum</b></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>                       |

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| <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's<br/>your first, second, or third turn of<br/>the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any<br/>color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>         | <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's<br/>your first, second, or third turn of<br/>the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any<br/>color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>         |
| <div><div>Steam Vents</div></div> <div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your<br/>library. Put two of them into your<br/>hand and the rest on the bottom of<br/>your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your<br/>library. Put two of them into your<br/>hand and the rest on the bottom of<br/>your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your<br/>library. Put two of them into your<br/>hand and the rest on the bottom of<br/>your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent exiles a creature they control and their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                   | <div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent exiles a creature they control and their graveyard.</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>Tablet of Discovery</div><div><div>2</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R} .<br/>{T}: Add {R}{R} . Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tablet of Discovery</div><div><div>2</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R} .<br/>{T}: Add {R}{R} . Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tablet of Discovery</div><div><div>2</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R} .<br/>{T}: Add {R}{R} . Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tablet of Discovery</div><div><div>2</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R} .<br/>{T}: Add {R}{R} . Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Together as One</div><div>6</div></div><div>Sorcery</div><div>Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Together as One</div><div>6</div></div><div>Sorcery</div><div>Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Undercity Sewers</div></div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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><div>Undercity Sewers</div></div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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><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>Flashfreeze</div><div>1U</div></div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       |

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| <div><div><div>Flashfreeze</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Nowhere to Run</div><div><div>1</div><div>B</div></div></div><div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Outrageous Robbery</div><div><div>X</div><div>B</div><div>B</div></div></div><div><div>Instant</div><div>Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Petrified Hamlet</div></div><div><div>Land</div><div>When this land enters, choose a land card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. Lands with the chosen name have "{T}: Add {C}." "{T}: Add {C}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                            | <div><div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                    | <div><div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                           |

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| <div> <div> Thor, God of Thunder 3 R R </div> <div> Legendary Creature -- God Warrior Hero </div> <div> Flying<br/> When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.<br/> Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.<br/><br/> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div> Thor, God of Thunder 3 R R </div> <div> Legendary Creature -- God Warrior Hero </div> <div> Flying<br/> When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.<br/> Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.<br/><br/> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div> Together as One 6 </div> <div> Sorcery </div> <div> Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.<br/><br/> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> |  |
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