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| <div><div><div>Aetherize</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Return all attacking creatures to their owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Aetherize</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Return all attacking creatures to their owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div><div>Beseech the Mirror</div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Beseech the Mirror</div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Beseech the Mirror</div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                        | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                        |

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| <div> <div>Boomerang Basics</div> <div> <div>U</div> </div> </div> <div>Sorcery -- Lesson</div> <div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                        | <div> <div>Boomerang Basics</div> <div> <div>U</div> </div> </div> <div>Sorcery -- Lesson</div> <div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                        | <div> <div>Boomerang Basics</div> <div> <div>U</div> </div> </div> <div>Sorcery -- Lesson</div> <div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         | <div> <div>Coveted Falcon</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Artifact Creature -- Bird</div> <div> <div>Flying</div> <div>Whenever this creature attacks, gain control of target permanent you own but don't control.</div> <div>Disguise {1}{U}</div> <div>When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Coveted Falcon</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Artifact Creature -- Bird</div> <div> <div>Flying</div> <div>Whenever this creature attacks, gain control of target permanent you own but don't control.</div> <div>Disguise {1}{U}</div> <div>When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Coveted Falcon</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Artifact Creature -- Bird</div> <div> <div>Flying</div> <div>Whenever this creature attacks, gain control of target permanent you own but don't control.</div> <div>Disguise {1}{U}</div> <div>When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cryogen Relic</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Artifact</div> <div> <div>When this artifact enters or leaves the battlefield, draw a card.</div> <div>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cryogen Relic</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Artifact</div> <div> <div>When this artifact enters or leaves the battlefield, draw a card.</div> <div>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                |

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| <div><div><div>Deadly Cover-Up</div><div>3BB</div></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><div>Demonic Pact</div><div>2BB</div></div><div>Enchantment</div><div>At the beginning of your upkeep, choose one that hasn't been chosen --<br/>* This enchantment deals 4 damage to any target and you gain 4 life.<br/>* Target opponent discards two cards.<br/>* Draw two cards.<br/>* You lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                       | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                       |
| <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                     | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div><div>Greed's Gambit</div><div>3B</div></div><div>Enchantment</div><div>When this enchantment enters, you draw three cards, gain 6 life, and create three 2/1 black Bat creature tokens with flying.<br/>At the beginning of your end step, you discard a card, lose 2 life, and sacrifice a creature.<br/>When this enchantment leaves the battlefield, you discard three cards, lose 6 life, and sacrifice three creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Greed's Gambit</div><div>3B</div></div><div>Enchantment</div><div>When this enchantment enters, you draw three cards, gain 6 life, and create three 2/1 black Bat creature tokens with flying.<br/>At the beginning of your end step, you discard a card, lose 2 life, and sacrifice a creature.<br/>When this enchantment leaves the battlefield, you discard three cards, lose 6 life, and sacrifice three creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

3 B

When this enchantment enters, you draw three cards, gain 6 life, and create three 2/1 black Bat creature tokens with flying.

At the beginning of your end step, you discard a card, lose 2 life, and sacrifice a creature.

When this enchantment leaves the battlefield, you discard three cards, lose 6 life, and sacrifice three creatures.

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3 B

When this enchantment enters, you draw three cards, gain 6 life, and create three 2/1 black Bat creature tokens with flying.

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When this enchantment leaves the battlefield, you discard three cards, lose 6 life, and sacrifice three creatures.

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell.

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## UU

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell.

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1 B

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discard a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.

{2}, Sacrifice this enchantment: You gain life equal to your speed.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flash  
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flash  
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Refute</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell. Draw a card, then discard a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                          | <div><div>Refute</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell. Draw a card, then discard a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                          | <div><div>Restless Reef</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Shifting Grift</div><div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Spree (Choose one or more additional costs.)<br/>+ {2} -- Exchange control of two target creatures.<br/>+ {1} -- Exchange control of two target artifacts.<br/>+ {1} -- Exchange control of two target enchantments.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Shifting Grift</div><div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Spree (Choose one or more additional costs.)<br/>+ {2} -- Exchange control of two target creatures.<br/>+ {1} -- Exchange control of two target artifacts.<br/>+ {1} -- Exchange control of two target enchantments.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Shifting Grift</div><div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Spree (Choose one or more additional costs.)<br/>+ {2} -- Exchange control of two target creatures.<br/>+ {1} -- Exchange control of two target artifacts.<br/>+ {1} -- Exchange control of two target enchantments.</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 library. Put two of them into your hand and the rest on the bottom of 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 library. Put two of them into your hand and the rest on the bottom of 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>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Terror Tide</div> <div>Sorcery</div> <div>Fathomless descent -- All creatures get -X/-X until end of turn, where X is the number of permanent cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Undercity Sewers</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>Undercity Sewers</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> |

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                     | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |
| <div><div>Aetherize</div><div>Instant</div><div><div>Return all attacking creatures to their owner's hand.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                               | <div><div>Demonic Pact</div><div>Enchantment</div><div><div>At the beginning of your upkeep, choose one that hasn't been chosen --</div><div>* This enchantment deals 4 damage to any target and you gain 4 life.</div><div>* Target opponent discards two cards.</div><div>* Draw two cards.</div><div>* You lose the game.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Long River's Pull</div><div>Instant</div><div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</div><div>Counter target creature spell. If the gift was promised, instead counter target spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Monument to Endurance</div><div>Artifact</div><div><div>Whenever you discard a card, choose one that hasn't been chosen this turn --</div><div>* Draw a card.</div><div>* Create a Treasure token.</div><div>* Each opponent loses 3 life.</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> <b>Monument to Endurance</b> <span>③</span> </div> <div>Artifact</div> <div> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p> <ul style="list-style-type: none"> <li>* Draw a card.</li> <li>* Create a Treasure token.</li> <li>* Each opponent loses 3 life.</li> </ul> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div> <b>Roiling Dragonstorm</b> <span>①①</span> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              | <div> <b>Terror Tide</b> <span>②②②</span> </div> <div>Sorcery</div> <div> <p>Fathomless descent -- All creatures get -X/-X until end of turn, where X is the number of permanent cards in your graveyard.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div> <b>The End</b> <span>②②②</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           |
| <div> <b>The End</b> <span>②②②</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Virtue of Knowledge</b> <span>④①</span> </div> <div>Enchantment</div> <div> <p>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.</p> </div> <div>[sideboard]</div> <div>----- ADVENTURE -----</div> <div> <b>Vantress Visions</b> <span>①①</span> </div> <div>Instant -- Adventure</div> <div> <p>Copy target activated or triggered ability you control. You may choose new targets for the copy.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Virtue of Persistence</b> <span>⑤②②</span> </div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> </div> <div>[sideboard]</div> <div>----- ADVENTURE -----</div> <div> <b>Lothwain Scorn</b> <span>①②</span> </div> <div>Sorcery -- Adventure</div> <div> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Virtue of Persistence</b> <span>⑤②②</span> </div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> </div> <div>[sideboard]</div> <div>----- ADVENTURE -----</div> <div> <b>Lothwain Scorn</b> <span>①②</span> </div> <div>Sorcery -- Adventure</div> <div> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |