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| <div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div></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><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div></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><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div></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><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div></div><div><div>2/2</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><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div></div><div><div>2/2</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><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div></div><div><div>2/2</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><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div></div><div><div>2/2</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.<br/>Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               |

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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2 B G

Sorcery

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Sorcerv

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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| <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div><div>Graveyard Trespasser</div><div>2B</div></div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>3/3</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Graveyard Glutton</div></div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Graveyard Trespasser</div><div>2B</div></div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>3/3</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Graveyard Glutton</div></div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Graveyard Trespasser</div><div>2B</div></div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>3/3</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Graveyard Glutton</div></div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Graveyard Trespasser</div><div>2B</div></div> <div>Creature -- Human Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>3/3</div> <div>----- BACK FACE -----</div> <div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                |
| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div>Maelstrom Pulse</div> <div>1BG</div> <div>Sorcery</div> <div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
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until end of turn. It's still a
land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overgrown Tomb

Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Overgrown Tomb

Land - - Swamp Forest

((T): Add {B} or {G}.)  
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Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professor Dellian Fel (2)(B)(G)

## Legendary Planeswalker -- Dellian

```
[+2]: You gain 3 life.  
[0]: You draw a card and lose 1  
life.  
[-3]: Destroy target creature.  
[-6]: You get an emblem with  
"Whenever you gain life, target  
opponent loses that much life."
```

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professor Dellian Fel (2)(B)(G)

Legendary Planeswalker -- Dellian

```
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```

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Professor Dellian Fel</b>  </div> <div>       Legendary Planeswalker -- Dellian     </div> <div>       [+2]: You gain 3 life.<br/>       [0]: You draw a card and lose 1 life.<br/>       [-3]: Destroy target creature.<br/>       [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."     </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Professor Dellian Fel</b>  </div> <div>       Legendary Planeswalker -- Dellian     </div> <div>       [+2]: You gain 3 life.<br/>       [0]: You draw a card and lose 1 life.<br/>       [-3]: Destroy target creature.<br/>       [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."     </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Restless Cottage</b> </div> <div>       Land     </div> <div>       This land enters tapped.<br/>       {T}: Add {B} or {G}.<br/>       {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>       Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.     </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Restless Cottage</b> </div> <div>       Land     </div> <div>       This land enters tapped.<br/>       {T}: Add {B} or {G}.<br/>       {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>       Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.     </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Sheoldred, the Apocalypse</b>  </div> <div>       Legendary Creature -- Phyrexian Praetor     </div> <div>       Deathtouch<br/>       Whenever you draw a card, you gain 2 life.<br/>       Whenever an opponent draws a card, they lose 2 life.     </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <b>Sheoldred, the Apocalypse</b>  </div> <div>       Legendary Creature -- Phyrexian Praetor     </div> <div>       Deathtouch<br/>       Whenever you draw a card, you gain 2 life.<br/>       Whenever an opponent draws a card, they lose 2 life.     </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <b>Sheoldred, the Apocalypse</b>  </div> <div>       Legendary Creature -- Phyrexian Praetor     </div> <div>       Deathtouch<br/>       Whenever you draw a card, you gain 2 life.<br/>       Whenever an opponent draws a card, they lose 2 life.     </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                       | <div> <b>Swamp</b> </div> <div>       Basic Land -- Swamp     </div> <div>       ({T}: Add {B}.)     </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div>Unholy Annex</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> Unholy Annex 2B </div> <div> Enchantment -- Room </div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div> Ritual Chamber 3BB </div> <div> Enchantment -- Room </div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Unholy Annex 2B </div> <div> Enchantment -- Room </div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div> Ritual Chamber 3BB </div> <div> Enchantment -- Room </div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Unholy Annex 2B </div> <div> Enchantment -- Room </div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div> Ritual Chamber 3BB </div> <div> Enchantment -- Room </div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Urborg, Tomb of Yawgmoth </div> <div> Legendary Land </div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                |
| <div> <div> Cruelclaw's Heist BB </div> <div> Sorcery </div> <div> <p>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.)</p> <p>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</p> </div> <div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                         | <div> <div> Cruelclaw's Heist BB </div> <div> Sorcery </div> <div> <p>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.)</p> <p>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</p> </div> <div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                         | <div> <div> Culling Ritual 2BG </div> <div> Sorcery </div> <div> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> </div> <div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div> Culling Ritual 2BG </div> <div> Sorcery </div> <div> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> </div> <div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

Playtest cards - CrowIey - Pioneer v3 Group 2E46B1 (Maelstrom Pulse, Duress) (Pioneer Chal sheet 8/10 - 8 cards - 2.5 x 3.5 in each CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div><div>Duress</div><div><div>B</div></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>Invoke Despair</div><div><div>1</div><div>B</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Invoke Despair</div><div><div>1</div><div>B</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <div><div>Invoke Despair</div><div><div>1</div><div>B</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  |
| <div><div>Languish</div><div><div>2</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -4/-4 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div><div>Languish</div><div><div>2</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -4/-4 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div><div>Nowhere to Run</div><div><div>1</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Nowhere to Run</div><div><div>1</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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