

1 B

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

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X B B

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

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3 B B

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.

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4 U/B U/B

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.

When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

Evoked {U/B}{U/B}

5/5

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4 U/B U/B

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.

When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

Evoked {U/B}{U/B}

5/5

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| <div> <b>Deceit</b> <span>4</span> <span>U/B</span> <span>U/B</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.</p> <p>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Invoke {U/B}{U/B}</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Deceit</b> <span>4</span> <span>U/B</span> <span>U/B</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.</p> <p>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Invoke {U/B}{U/B}</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Doomsday Excruciator</b> <span>B</span> <span>B</span> <span>B</span> <span>B</span> <span>B</span> <span>B</span> </div> <div>           Creature -- Demon         </div> <div> <p>Flying</p> <p>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</p> <p>At the beginning of your upkeep, draw a card.</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Doomsday Excruciator</b> <span>B</span> <span>B</span> <span>B</span> <span>B</span> <span>B</span> <span>B</span> </div> <div>           Creature -- Demon         </div> <div> <p>Flying</p> <p>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</p> <p>At the beginning of your upkeep, draw a card.</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> |
| <div> <b>Doomsday Excruciator</b> <span>B</span> <span>B</span> <span>B</span> <span>B</span> <span>B</span> <span>B</span> </div> <div>           Creature -- Demon         </div> <div> <p>Flying</p> <p>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</p> <p>At the beginning of your upkeep, draw a card.</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                                  | <div> <b>Duress</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                                                                                                                                                                                                              | <div> <b>Duress</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                                                                                                             | <div> <b>Duress</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                                                                                                             |

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| <div> <div>Duress</div> <div>Sorcery</div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. </div> <div>5/5</div> <div> <div>Ancestral Recall</div> <div>Instant</div> <div>Target player draws three cards.</div> </div> </div> | <div> <div>Emeritus of Ideation</div> <div>Creature -- Human Wizard</div> <div> Flying, ward {2}<br/> This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared. </div> <div>5/5</div> <div> <div>Ancestral Recall</div> <div>Instant</div> <div>Target player draws three cards.</div> </div> </div> | <div> <div>Emeritus of Ideation</div> <div>Creature -- Human Wizard</div> <div> Flying, ward {2}<br/> This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared. </div> <div>5/5</div> <div> <div>Ancestral Recall</div> <div>Instant</div> <div>Target player draws three cards.</div> </div> </div> | <div> <div>Gloomlake Verge</div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> </div>                              |
| <div> <div>Gloomlake Verge</div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> </div>                                                                                                                                                  | <div> <div>Gloomlake Verge</div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> </div>                                                                                                                                                                                                                                            | <div> <div>Gloomlake Verge</div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> </div>                                                                                                                                                                                                                                            | <div> <div>Hidden Lair</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land. </div> </div> |

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| <div> <div>Hidden Lair</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                    | <div> <div>M.O.D.O.K. (3)(B)(B)</div> <div>Legendary Artifact Creature -- Villain</div> <div> Flying, lifelink<br/> Mental Organism -- Pay 3 life:<br/> M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)<br/> Designed Only for Killing --<br/> Creatures your opponents control get -1/-1. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <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>                                                                                                    | <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>                                                                                                    |
| <div> <div>Nowhere to Run (1)(B)</div> <div>Enchantment</div> <div> Flash<br/> When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/> 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Requiting Hex (B)</div> <div>Instant</div> <div> As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/> Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                    | <div> <div>Requiting Hex (B)</div> <div>Instant</div> <div> As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/> Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Requiting Hex (B)</div> <div>Instant</div> <div> As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/> Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Strategic Betrayal<div>1B</div></div><div>Sorcery</div><div><p>Target opponent exiles a creature they control and their graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                            |

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| <div><div><div>Superior Spider-Man 2UB</div><div>Legendary Creature -- Spider Human Hero</div><div>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Superior Spider-Man 2UB</div><div>Legendary Creature -- Spider Human Hero</div><div>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Superior Spider-Man 2UB</div><div>Legendary Creature -- Spider Human Hero</div><div>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Superior Spider-Man 2UB</div><div>Legendary Creature -- Spider Human Hero</div><div>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<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> |

## Watery Grave

Land -- Island Swamp

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

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## Watery Grave

Land -- Island Swamp

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

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Winternight Stories ②④

## Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.

Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

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Winternight Stories (2)(U)

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.

Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

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## Deadly Cover-Up (3)(B)(B)

## Sorcery

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.

[sideboard]

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## Disdainful Stroke ①②

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

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## Disdainful Stroke ①②

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

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Flashfreeze (1)(U)

Instant

Counter target red or green spell.

[sideboard]

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| <div>Flashfreeze (1)(U)</div> <div>Instant</div> <div>Counter target red or green spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                     | <div>Ghost Vacuum (1)</div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.</div> <div>{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 PLAY botbox.dev</div>                                                   | <div>M.O.D.O.K. (3)(B)(B)</div> <div>Legendary Artifact Creature -- Villain</div> <div>Flying, lifelink</div> <div>Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div> <div>Designed Only for Killing --</div> <div>Creatures your opponents control get -1/-1.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Outrageous Robbery (X)(B)(B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Preacher of the Schism (2)(B)</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Preacher of the Schism (2)(B)</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Preacher of the Schism (2)(B)</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    | <div>Qarsi Revenant (1)(B)(B)</div> <div>Creature -- Vampire</div> <div>Flying, deathtouch, lifelink</div> <div>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>    |

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| <div> <div>Qarsi Revenant</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <div>Flying, deathtouch, lifelink</div> <div>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Strategic Betrayal</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <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>The End</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {2} less to cast if your life total is 5 or less.</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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