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| <div>Cling to Dust</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consign to Memory</div> <div>U</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Counterspell</div> <div>UU</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                               | <div>Counterspell</div> <div>UU</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                        |
| <div>Darkslick Shores</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                  | <div>Darkslick Shores</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                         | <div>Drown in the Loch</div> <div>UB</div> <div>Instant</div> <div>Choose one --<br/>           * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>           * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fatal Push</div> <div>B</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 PLAY botbox.dev</div> |

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| <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>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>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>Force of Negation</div><div>1UU</div></div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Force of Negation</div><div>1UU</div></div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Force of Negation</div><div>1UU</div></div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Force of Negation</div><div>1UU</div></div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                         |

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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                             | <div> <b>Kaito, Bane of Nightmares</b> </div> <div> Legendary Planeswalker -- Kaito </div> <div> Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br/> [+1]: You get an emblem with "Ninjas you control get +1/+1."<br/> [0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/> [-2]: Tap target creature. Put two stun counters on it. </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Marsh Flats</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <b>Marsh Flats</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             |
| <div> <b>Murktide Regent</b> </div> <div> Creature -- Dragon </div> <div> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Flying<br/> This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature. </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Orcish Bowmasters</b> </div> <div> Creature -- Orc Archer </div> <div> Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                              | <div> <b>Orcish Bowmasters</b> </div> <div> Creature -- Orc Archer </div> <div> Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Orcish Bowmasters</b> </div> <div> Creature -- Orc Archer </div> <div> Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Otakara, Soaring City</b><br><hr/> <b>Legendary Land</b><br><hr/> {T}: Add {U}.<br>Channel -- {3}{U}, Discard this<br>card: Return target artifact,<br>creature, enchantment, or<br>planeswalker to its owner's hand.<br>This ability costs {1} less to<br>activate for each legendary creature<br>you control. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> {T}, Pay 1 life, Sacrifice this<br>land: Search your library for an<br>Island or Swamp card, put it onto<br>the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> {T}, Pay 1 life, Sacrifice this<br>land: Search your library for an<br>Island or Swamp card, put it onto<br>the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> {T}, Pay 1 life, Sacrifice this<br>land: Search your library for an<br>Island or Swamp card, put it onto<br>the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                  |
| <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> {T}, Pay 1 life, Sacrifice this<br>land: Search your library for an<br>Island or Swamp card, put it onto<br>the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                     | <b>Preordain</b> <span>U</span><br><hr/> <b>Sorcery</b><br><hr/> Scry 2, then draw a card. (To scry<br>2, look at the top two cards of your<br>library, then put any number of them<br>on the bottom and the rest on top in<br>any order.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Preordain</b> <span>U</span><br><hr/> <b>Sorcery</b><br><hr/> Scry 2, then draw a card. (To scry<br>2, look at the top two cards of your<br>library, then put any number of them<br>on the bottom and the rest on top in<br>any order.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Psychic Frog</b> <span>U</span> <span>B</span><br><hr/> <b>Creature -- Frog</b><br><hr/> Whenever this creature deals combat<br>damage to a player or planeswalker,<br>draw a card.<br>Discard a card: Put a +1/+1 counter<br>on this creature.<br>Exile three cards from your<br>graveyard: This creature gains<br>flying until end of turn. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> <div>1/2</div> |

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| <b>Psychic Frog</b> (U)(B)<br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Psychic Frog</b> (U)(B)<br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Psychic Frog</b> (U)(B)<br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                           | <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                           | <b>Scalding Tarn</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                    | <b>Scalding Tarn</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                          |

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| <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred's Edict</div> <div>Instant</div> <div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sink into Stupor</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>--- BACK FACE ---</div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div>Sink into Stupor</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>--- BACK FACE ---</div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |
| <div>Spell Snare</div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div>Spell Snare</div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                 | <div>Subtlety</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Subtlety</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Tamiyo, Inquisitive Student</div> <div>Legendary Creature -- Moonfolk Wizard</div> <div>Flying</div> <div>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</div> <div>0/3</div> <div>BACK FACE</div> <div>Tamiyo, Seasoned Scholar</div> <div>Legendary Planeswalker -- Tamiyo</div> <div>[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.</div> <div>[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.</div> <div>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no</div> <div>L 2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tamiyo, Inquisitive Student</div> <div>Legendary Creature -- Moonfolk Wizard</div> <div>Flying</div> <div>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</div> <div>0/3</div> <div>BACK FACE</div> <div>Tamiyo, Seasoned Scholar</div> <div>Legendary Planeswalker -- Tamiyo</div> <div>[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.</div> <div>[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.</div> <div>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no</div> <div>L 2</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>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (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>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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div>                                                                                                             |
| <div>Break the Ice</div> <div>Sorcery</div> <div>           Destroy target land that is snow or could produce {C}.<br/>           Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <div>Consign to Memory</div> <div>Instant</div> <div>           Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>           Counter target triggered ability or colorless spell.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consign to Memory</div> <div>Instant</div> <div>           Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>           Counter target triggered ability or colorless spell.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consign to Memory</div> <div>Instant</div> <div>           Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>           Counter target triggered ability or colorless spell.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |



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| <div>Engineered Explosives (X)</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Engineered Explosives (X)</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</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. {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>Harbinger of the Seas (1UU)</div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                     |
| <div>Harbinger of the Seas (1UU)</div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             | <div>Harbinger of the Seas (1UU)</div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             | <div>Mystical Dispute (2U)</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                     | <div>Nihil Spellbomb (1)</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Nihil Spellbomb</div> <div>1</div> </div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard.<br/> When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Toxic Deluge</div> <div>2B</div> </div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life.<br/> All creatures get -X/-X until end of turn. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Toxic Deluge</div> <div>2B</div> </div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life.<br/> All creatures get -X/-X until end of turn. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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