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| <div><div>Bleachbone Verge</div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Bleachbone Verge</div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Bleachbone Verge</div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Bleachbone Verge</div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     |
| <div><div>Cecil, Dark Knight</div><div>Legendary Creature -- Human Knight</div><div><div>Deathtouch</div><div>Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.</div></div><div><div>2/3</div></div><div><div>----</div><div>BACK FACE</div><div>----</div></div><div><div>Cecil, Redeemed Paladin</div><div>Legendary Creature -- Human Knight</div><div><div>Lifelink</div><div>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div></div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Cecil, Dark Knight</div><div>Legendary Creature -- Human Knight</div><div><div>Deathtouch</div><div>Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.</div></div><div><div>2/3</div></div><div><div>----</div><div>BACK FACE</div><div>----</div></div><div><div>Cecil, Redeemed Paladin</div><div>Legendary Creature -- Human Knight</div><div><div>Lifelink</div><div>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div></div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Cecil, Dark Knight</div><div>Legendary Creature -- Human Knight</div><div><div>Deathtouch</div><div>Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.</div></div><div><div>2/3</div></div><div><div>----</div><div>BACK FACE</div><div>----</div></div><div><div>Cecil, Redeemed Paladin</div><div>Legendary Creature -- Human Knight</div><div><div>Lifelink</div><div>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div></div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Concealed Courtyard</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Corrupted Conviction</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |
| <div><div><div>Corrupted Conviction</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Corrupted Conviction</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Dalkovan Encampment</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {W}.<br/>{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>( {T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

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

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## Land

This land enters tapped unless you control a Forest or a Plains.  
{T}: Add {B}.  
{1}{B}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Marketback Walker</b> <span>(X)(X)</span> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>When this creature dies, draw a card for each +1/+1 counter on it.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                            | <div> <b>Marketback Walker</b> <span>(X)(X)</span> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>When this creature dies, draw a card for each +1/+1 counter on it.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                           | <div> <b>Marketback Walker</b> <span>(X)(X)</span> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>When this creature dies, draw a card for each +1/+1 counter on it.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                           | <div> <b>Marketback Walker</b> <span>(X)(X)</span> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>When this creature dies, draw a card for each +1/+1 counter on it.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                           |
| <div> <b>Midgar, City of Mako</b> </div> <div> Land -- Town </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B}.</p> </div> <div> <div>-----</div> <div> <div>ADVENTURE</div> </div> </div> <div> <div> <b>Reactor Raid</b> <span>(2)(B)</span> </div> <div> Sorcery -- Adventure </div> <div> <p>You may sacrifice an artifact or creature. If you do, draw two cards. (Then exile this card. You may play the land later from exile.)</p> </div> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nesting Bot</b> <span>(W)</span> </div> <div> Artifact Creature -- Robot </div> <div> <p>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.)</p> <p>When this creature dies, create a 1/1 colorless Servo artifact creature token.</p> <p>Max speed -- This creature gets +1/+0.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nesting Bot</b> <span>(W)</span> </div> <div> Artifact Creature -- Robot </div> <div> <p>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.)</p> <p>When this creature dies, create a 1/1 colorless Servo artifact creature token.</p> <p>Max speed -- This creature gets +1/+0.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nesting Bot</b> <span>(W)</span> </div> <div> Artifact Creature -- Robot </div> <div> <p>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.)</p> <p>When this creature dies, create a 1/1 colorless Servo artifact creature token.</p> <p>Max speed -- This creature gets +1/+0.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

W

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.)

Max speed -- This creature gets +1/+0.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Return all creature cards with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.

Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.

3/3

- - - BACK FACE - - -

Legendary Creature -- Angel Nightmare Avatar

Flying

Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."

Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Sephiroth, Fabled SOLDIER 2B</div><div>Legendary Creature -- Human Avatar Soldier</div><div>Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.<br/>Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.</div><div>3/3</div><div>----- BACK FACE -----</div><div>Sephiroth, One-Winged Angel</div><div>Legendary Creature -- Angel Nightmare Avatar</div><div>Flying<br/>Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."<br/>Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Sephiroth, Fabled SOLDIER 2B</div><div>Legendary Creature -- Human Avatar Soldier</div><div>Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.<br/>Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.</div><div>3/3</div><div>----- BACK FACE -----</div><div>Sephiroth, One-Winged Angel</div><div>Legendary Creature -- Angel Nightmare Avatar</div><div>Flying<br/>Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."<br/>Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Sephiroth, Fabled SOLDIER 2B</div><div>Legendary Creature -- Human Avatar Soldier</div><div>Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.<br/>Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.</div><div>3/3</div><div>----- BACK FACE -----</div><div>Sephiroth, One-Winged Angel</div><div>Legendary Creature -- Angel Nightmare Avatar</div><div>Flying<br/>Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."<br/>Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} 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> |
| <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} 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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} 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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>                                                                                                                                                                         |

## Swamp

Basic Land -- Swamp

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

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**Umbral Collar Zealot** ①②

Creature -- Human Cleric

Sacrifice another creature or artifact: **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Umbral Collar Zealot** ①②

Creature -- Human Cleric

Sacrifice another creature or artifact: **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Umbral Collar Zealot** ①②

Creature -- Human Cleric

Sacrifice another creature or artifact: **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Umbral Collar Zealot** (1)(B)

Creature -- Human Cleric

Sacrifice another creature or artifact: **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Voice of Victory** (1)(W)

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Voice of Victory** (1)(W)

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Voice of Victory** (1) (W)

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

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| <b>Voice of Victory</b> (1)(W)<br><hr/> Creature -- Human Bard<br><hr/> Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Worthy Cost</b> (B)<br><hr/> Sorcery<br><hr/> As an additional cost to cast this spell, sacrifice a creature. Exile target creature or planeswalker.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                    | <b>Worthy Cost</b> (B)<br><hr/> Sorcery<br><hr/> As an additional cost to cast this spell, sacrifice a creature. Exile target creature or planeswalker.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                    | <b>Worthy Cost</b> (B)<br><hr/> Sorcery<br><hr/> As an additional cost to cast this spell, sacrifice a creature. Exile target creature or planeswalker.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                            |
| <b>Cathar Commando</b> (1)(W)<br><hr/> Creature -- Human Soldier<br><hr/> Flash<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br><br>[sideboard]<br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                    | <b>Cathar Commando</b> (1)(W)<br><hr/> Creature -- Human Soldier<br><hr/> Flash<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br><br>[sideboard]<br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Cathar Commando</b> (1)(W)<br><hr/> Creature -- Human Soldier<br><hr/> Flash<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br><br>[sideboard]<br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Duress</b> (B)<br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

**B**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Whenever one or more tokens your opponents control enter, for each of them, create a tapped token that's a copy of it. This ability triggers only once each turn.

Whenever one or more tokens you control enter, each opponent loses 1 life and you gain 1 life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Flash

When this creature enters, choose one --

- \* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- \* You gain 2 life and scry 2.
- \* Exile target player's graveyard.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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Flash
When this creature enters, choose
one --
* Put a +1/+1 counter on this
creature for each creature that left
the battlefield under your control
this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.
```

3/1

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W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

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| <div> <div>Seam Rip</div> <div>W</div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sothera, the Supervoid</div> <div>2BB</div> </div> <div> <div>Legendary Enchantment</div> <div> <p>Whenever a creature you control dies, each opponent chooses a creature they control and exiles it. At the beginning of your end step, if a player controls no creatures, sacrifice Sothera, then put a creature card exiled with it onto the battlefield under your control with two additional +1/+1 counters on it.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sothera, the Supervoid</div> <div>2BB</div> </div> <div> <div>Legendary Enchantment</div> <div> <p>Whenever a creature you control dies, each opponent chooses a creature they control and exiles it. At the beginning of your end step, if a player controls no creatures, sacrifice Sothera, then put a creature card exiled with it onto the battlefield under your control with two additional +1/+1 counters on it.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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