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| <div><div><b>Brightclimb Pathway</b></div><div>Land</div><div>{T}: Add {W}.</div><div>----- BACK FACE -----</div><div><b>Grimclimb Pathway</b></div><div>Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Brightclimb Pathway</b></div><div>Land</div><div>{T}: Add {W}.</div><div>----- BACK FACE -----</div><div><b>Grimclimb Pathway</b></div><div>Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Castle Locthwain</b></div><div>Land</div><div>This land enters tapped unless you control a Swamp.<br/>{T}: Add {B}.<br/>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Caves of Koilos</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div><b>Caves of Koilos</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><b>Caves of Koilos</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><b>Caves of Koilos</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div><b>Concealed Courtyard</b></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                               | <div> <div>           Deep-Cavern Bat           1B         </div> <div>Creature -- Bat</div> <div>           Flying, lifelink<br/>           When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.         </div> <div>           1/1         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <div>           Deep-Cavern Bat           1B         </div> <div>Creature -- Bat</div> <div>           Flying, lifelink<br/>           When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.         </div> <div>           1/1         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>           Deep-Cavern Bat           1B         </div> <div>Creature -- Bat</div> <div>           Flying, lifelink<br/>           When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.         </div> <div>           1/1         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>           Deep-Cavern Bat           1B         </div> <div>Creature -- Bat</div> <div>           Flying, lifelink<br/>           When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.         </div> <div>           1/1         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>           Eiganjo, Seat of the Empire         </div> <div>Legendary Land</div> <div>           {T}: Add {W}.<br/>           Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>  |

**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. Each player  
searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. Each player  
searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

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 explores. Activate only as a sorcery.")

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 explores. Activate only as a sorcery.")

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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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <div>Graveyard Trespasser 2B</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. 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>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. 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>Graveyard Trespasser 2B</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. 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>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. 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>Helping Hand W</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div>Hive of the Eye Tyrant</div> <div>Land</div> <div>           If you control two or more other lands, this land enters tapped.<br/>           {T}: Add {B}.<br/>           {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Life of Toshiro Umezawa 1B</div> <div>Enchantment -- Saga</div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I, II -- Choose one --<br/>           * Target creature gets +2/+2 until end of turn.<br/>           * Target creature gets -1/-1 until end of turn.<br/>           * You gain 2 life.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>--- BACK FACE ---</div> <div>Memory of Toshiro</div> <div>Enchantment Creature -- Human Samurai</div> <div>           {T}, Pay 1 life: Add {B}. Spend this mana only to cast an instant or sorcery spell.         </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    |

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| <div> <div>Life of Toshiro Umezawa (1)(B)</div> <div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I, II -- Choose one --<br/> * Target creature gets +2/+2 until end of turn.<br/> * Target creature gets -1/-1 until end of turn.<br/> * You gain 2 life.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> </div> <div> <div>----- BACK FACE -----</div> <div>Memory of Toshiro</div> <div> <div>Enchantment Creature -- Human Samurai</div> <div>{T}, Pay 1 life: Add {B}. Spend this mana only to cast an instant or sorcery spell.</div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Lunar Convocation (W)(B)</div> <div> <div>Enchantment</div> <div> At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br/> At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br/> {1}{B}, Pay 2 life: Draw a card. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                   | <div> <div>Lunar Convocation (W)(B)</div> <div> <div>Enchantment</div> <div> At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br/> At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br/> {1}{B}, Pay 2 life: Draw a card. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                   | <div> <div>Lunar Convocation (W)(B)</div> <div> <div>Enchantment</div> <div> At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br/> At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br/> {1}{B}, Pay 2 life: Draw a card. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                   |
| <div> <div>Lunar Convocation (W)(B)</div> <div> <div>Enchantment</div> <div> At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br/> At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br/> {1}{B}, Pay 2 life: Draw a card. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                  | <div> <div>Okiba Reckoner Raid (B)</div> <div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I, II -- Each opponent loses 1 life and you gain 1 life.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> </div> <div> <div>----- BACK FACE -----</div> <div>Nezumi Road Captain</div> <div> <div>Enchantment Creature -- Rat Rogue</div> <div> Menace<br/> Vehicles you control have menace.<br/> (They can't be blocked except by two or more creatures.) </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Okiba Reckoner Raid (B)</div> <div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I, II -- Each opponent loses 1 life and you gain 1 life.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> </div> <div> <div>----- BACK FACE -----</div> <div>Nezumi Road Captain</div> <div> <div>Enchantment Creature -- Rat Rogue</div> <div> Menace<br/> Vehicles you control have menace.<br/> (They can't be blocked except by two or more creatures.) </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Okiba Reckoner Raid (B)</div> <div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I, II -- Each opponent loses 1 life and you gain 1 life.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> </div> <div> <div>----- BACK FACE -----</div> <div>Nezumi Road Captain</div> <div> <div>Enchantment Creature -- Rat Rogue</div> <div> Menace<br/> Vehicles you control have menace.<br/> (They can't be blocked except by two or more creatures.) </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> |

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| <div><div>Okiba Reckoner Raid</div><div><div>B</div></div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Each opponent loses 1 life and you gain 1 life.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>-----<br/>-- -- BACK FACE -- --</div> <div><div>Nezumi Road Captain</div><div>Enchantment Creature -- Rat Rogue</div><div>Menace<br/>Vehicles you control have menace.<br/>(They can't be blocked except by two or more creatures.)</div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>(<b>{T}</b>): Add <b>{W}</b>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div><div>Rowan's Grim Search</div><div><div>2</div><div>B</div></div></div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard.<br/>You draw two cards and you lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Rowan's Grim Search</div><div><div>2</div><div>B</div></div></div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard.<br/>You draw two cards and you lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Split Up</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Split Up</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>(<b>{T}</b>): Add <b>{B}</b>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                             | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>(<b>{T}</b>): Add <b>{B}</b>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                             |

## Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

**B**

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

**B**

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(B)

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

**B**

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## (W)(B)

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

Enchantment

- - - ADVENTURE - - -

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Sorcery - - Adventure

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Zoraline, Cosmos Caller</b> ①①①①①①<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zoraline, Cosmos Caller</b> ①①①①①①<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zoraline, Cosmos Caller</b> ①①①①①①<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zoraline, Cosmos Caller</b> ①①①①①①<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Dark Betrayal</b> ①①①①①①<br>Instant<br>Destroy target black creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                        | <b>Fatal Push</b> ①①①①①①<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                      | <b>Fracture</b> ①①①①①①<br>Instant<br>Destroy target artifact, enchantment, or planeswalker.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                     | <b>Fracture</b> ①①①①①①<br>Instant<br>Destroy target artifact, enchantment, or planeswalker.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                     |

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| <p><b>Go Blank</b> (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards.<br/>Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                        | <p><b>Go Blank</b> (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards.<br/>Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                        | <p><b>Go Blank</b> (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards.<br/>Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                | <p><b>Knockout Blow</b> (2)(W)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a red creature.<br/>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Liliana of the Veil</b> (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Liliana of the Veil</b> (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Noxious Grasp</b> (1)(B)</p> <p>Instant</p> <p>Destroy target creature or planeswalker that's green or white.<br/>You gain 1 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Noxious Grasp</b> (1)(B)</p> <p>Instant</p> <p>Destroy target creature or planeswalker that's green or white.<br/>You gain 1 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                            |

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| <div> <div>Portable Hole</div> <div>W</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Portable Hole</div> <div>W</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sheoldred, the Apocalypse</div> <div>2BB</div> </div> <div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch</div> <div>Whenever you draw a card, you gain 2 life.</div> <div>Whenever an opponent draws a card, they lose 2 life.</div> </div> <div>[sideboard]</div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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