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| <div> <b>Bleachbone Verge</b> </div> <div> Land </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>3/1</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Bleachbone Verge</b> </div> <div> Land </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>3/1</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Boggart Trawler</b> </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                            | <div> <b>Boggart Trawler</b> </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                            |
| <div> <b>Boggart Trawler</b> </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                | <div> <b>Boggart Trawler</b> </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                | <div> <b>Dauthi Voidwalker</b> </div> <div> Creature -- Dauthi Rogue </div> <div> Shadow (This creature can block or be blocked by only creatures with shadow.) </div> <div> If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. </div> <div> {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. </div> <div> <div>3/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dauthi Voidwalker</b> </div> <div> Creature -- Dauthi Rogue </div> <div> Shadow (This creature can block or be blocked by only creatures with shadow.) </div> <div> If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. </div> <div> {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. </div> <div> <div>3/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. </div> <div> {T}: Add {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Dauthi Voidwalker</b> (B)(B)<br>Creature -- Dauthi Rogue<br>Shadow (This creature can block or be blocked by only creatures with shadow.)<br>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev            | <b>Dauthi Voidwalker</b> (B)(B)<br>Creature -- Dauthi Rogue<br>Shadow (This creature can block or be blocked by only creatures with shadow.)<br>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emperor of Bones</b> (1)(B)<br>Creature -- Skeleton Noble<br>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br>{1}{B}: Adapt 2.<br>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emperor of Bones</b> (1)(B)<br>Creature -- Skeleton Noble<br>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br>{1}{B}: Adapt 2.<br>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Emperor of Bones</b> (1)(B)<br>Creature -- Skeleton Noble<br>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br>{1}{B}: Adapt 2.<br>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fatal Push</b> (B)<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><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | <b>Fatal Push</b> (B)<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><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                 | <b>Fatal Push</b> (B)<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><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                 |

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| <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>BACK FACE</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>BACK FACE</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>BACK FACE</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>BACK FACE</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Godless Shrine</div></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> <div><div>BACK FACE</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> | <div><div><div>Godless Shrine</div></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> <div><div>BACK FACE</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> | <div><div><div>Ketramose, the New Dawn</div><div>1WB</div></div><div>Legendary Creature -- God</div><div>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Ketramose, the New Dawn (1)(W)(B)</div><div>Legendary Creature -- God</div><div>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ketramose, the New Dawn (1)(W)(B)</div><div>Legendary Creature -- God</div><div>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ketramose, the New Dawn (1)(W)(B)</div><div>Legendary Creature -- God</div><div>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>March of Wretched Sorrow (X)(B)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div></div></div> |
| <div><div><div>Marsh Flats</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>                                                                                                                                                                                                                                                     | <div><div><div>Marsh Flats</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>                                                                                                                                                                                                                                                     | <div><div><div>Marsh Flats</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>                                                                                                                                                                                                                                                     | <div><div><div>Necrodominance (B)(B)(B)</div><div>Legendary Enchantment</div><div>Skip your draw step.<br/>At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards.<br/>Your maximum hand size is five.<br/>If a card or token would be put into your graveyard from anywhere, exile it instead.</div></div></div>       |

BBB

Skip your draw step.  
At the beginning of your end step,  
you may pay any amount of life. If  
you do, draw that many cards.  
Your maximum hand size is five.  
If a card or token would be put into  
your graveyard from anywhere, exile  
it instead.

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BBB

Skip your draw step.  
At the beginning of your end step,  
you may pay any amount of life. If  
you do, draw that many cards.  
Your maximum hand size is five.  
If a card or token would be put into  
your graveyard from anywhere, exile  
it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BBB

Skip your draw step.  
At the beginning of your end step,  
you may pay any amount of life. If  
you do, draw that many cards.  
Your maximum hand size is five.  
If a card or token would be put into  
your graveyard from anywhere, exile  
it instead.

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Target player exiles a card from their graveyard.

{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

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([T]: Add [W] or [B].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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| <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 PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse (2)(B)(B)</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse (2)(B)(B)</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse (2)(B)(B)</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sickening Shoal (X)(B)(B)</div> <div>Instant -- Arcane</div> <div>You may exile a black card with mana value X from your hand rather than pay this spell's mana cost.<br/>Target creature gets -X/-X until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div>Sickening Shoal (X)(B)(B)</div> <div>Instant -- Arcane</div> <div>You may exile a black card with mana value X from your hand rather than pay this spell's mana cost.<br/>Target creature gets -X/-X until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Soul Spike (5)(B)(B)</div> <div>Instant</div> <div>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Soul Spike (5)(B)(B)</div> <div>Instant</div> <div>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |

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| <div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Thoughtseize</div><div><div>B</div></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>                                                   | <div><div>Thoughtseize</div><div><div>B</div></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> | <div><div>Thoughtseize</div><div><div>B</div></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> |

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| <div>Thoughtseize</div> <div>B</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>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      |
| <div>Break the Ice</div> <div>B B</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 PLAYbotbox.dev</div> | <div>Break the Ice</div> <div>B B</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 PLAYbotbox.dev</div> | <div>Break the Ice</div> <div>B B</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 PLAYbotbox.dev</div> | <div>Break the Ice</div> <div>B B</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 PLAYbotbox.dev</div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Damnation</div><div>2BB</div></div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div><div>Elesh Norn, Mother of Machines</div><div>4W</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</div><div>[sideboard]</div><div>4/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Pest Control</div><div>WB</div></div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pest Control</div><div>WB</div></div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Meathook Massacre</div><div>XBB</div></div><div>Legendary Enchantment</div><div>When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |

X B B

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.

Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life.

[sidebar]

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②

Creatures entering don't cause abilities to trigger.

[sideboard]

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②

Creatures entering don't cause abilities to trigger.

[sideboard]

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