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| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |
| <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Bloodtithe Harvester</div><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodtithe Harvester</div><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodtithe Harvester</div><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodtithe Harvester</div><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Concealed Courtyard</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                 | <div><div><div>Concealed Courtyard</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                 | <div><div><div>Concealed Courtyard</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                 | <div><div><div>Concealed Courtyard</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    | <div><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>Fatal Push 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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div><div><div>Fatal Push 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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Fear of Missing Out</div><div>1R</div></div> <div>Enchantment Creature -- Nightmare</div> <div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fear of Missing Out</div><div>1R</div></div> <div>Enchantment Creature -- Nightmare</div> <div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fear of Missing Out</div><div>1R</div></div> <div>Enchantment Creature -- Nightmare</div> <div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Fear of Missing Out</div><div>1R</div></div> <div>Enchantment Creature -- Nightmare</div> <div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fountainport</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>                                                                                                                                                                                                                                         |

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| <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> <div>BACK FACE</div> </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 PLAY botbox.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> <div>BACK FACE</div> </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 PLAY botbox.dev </div> | <div> Greasefang, Okiba Boss 1WB </div> <div> Legendary Creature -- Rat Pilot </div> <div> At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. </div> <div> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                        | <div> Greasefang, Okiba Boss 1WB </div> <div> Legendary Creature -- Rat Pilot </div> <div> At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. </div> <div> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                        |
| <div> Greasefang, Okiba Boss 1WB </div> <div> Legendary Creature -- Rat Pilot </div> <div> At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. </div> <div> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> Greasefang, Okiba Boss 1WB </div> <div> Legendary Creature -- Rat Pilot </div> <div> At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. </div> <div> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> Overlord of the Balemurk 3BB </div> <div> Enchantment Creature -- Avatar Horror </div> <div> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. </div> <div> 5/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Overlord of the Balemurk 3BB </div> <div> Enchantment Creature -- Avatar Horror </div> <div> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. </div> <div> 5/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <b>Overlord of the Balemurk</b> <span>3</span><span>B</span><span>B</span> </div> <div>           Enchantment Creature -- Avatar Horror         </div> <div> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> | <div> <b>Parhelion II</b> <span>6</span><span>W</span><span>W</span> </div> <div>           Legendary Artifact -- Vehicle         </div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> | <div> <b>Parhelion II</b> <span>6</span><span>W</span><span>W</span> </div> <div>           Legendary Artifact -- Vehicle         </div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> | <div> <b>Parhelion II</b> <span>6</span><span>W</span><span>W</span> </div> <div>           Legendary Artifact -- Vehicle         </div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> |
| <div> <b>Parhelion II</b> <span>6</span><span>W</span><span>W</span> </div> <div>           Legendary Artifact -- Vehicle         </div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                         | <div> <b>Restless Vents</b> </div> <div>           Land         </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {R}.</p> <p>{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.</p> <p>Whenever this land attacks, you may discard a card. If you do, draw a card.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                                | <div> <b>Sacred Foundry</b> </div> <div>           Land -- Mountain Plains         </div> <div> <p>{T}: Add {R} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                          | <div> <b>Sacred Foundry</b> </div> <div>           Land -- Mountain Plains         </div> <div> <p>{T}: Add {R} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                          |

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| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<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>Skysovereign, Consul Flagship 5</div><div>Legendary Artifact -- Vehicle</div><div>Flying<br/>Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.<br/>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skysovereign, Consul Flagship 5</div><div>Legendary Artifact -- Vehicle</div><div>Flying<br/>Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.<br/>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>6/5</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 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> | <div><div>Thoughtseize 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>                                                                                                                                                                                                             | <div><div>Thoughtseize 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>                                                                                                                                                                                                             |

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| <div><div>Thoughtseize</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>Torch the Tower</div><div>R</div></div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Vanishing Verse</div><div>WB</div></div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div><div>Vanishing Verse</div><div>WB</div></div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              |
| <div><div>Abrade</div><div>1R</div></div> <div>Instant</div> <div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                        | <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Kolaghan's Command (1)(B)(R)</div> <div>Instant</div> <div>Choose two -- <ul style="list-style-type: none"> <li>* Return target creature card from your graveyard to your hand.</li> <li>* Target player discards a card.</li> <li>* Destroy target artifact.</li> <li>* Kolaghan's Command deals 2 damage to any target.</li> </ul> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <div>Kolaghan's Command (1)(B)(R)</div> <div>Instant</div> <div>Choose two -- <ul style="list-style-type: none"> <li>* Return target creature card from your graveyard to your hand.</li> <li>* Target player discards a card.</li> <li>* Destroy target artifact.</li> <li>* Kolaghan's Command deals 2 damage to any target.</li> </ul> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <div>Reckoner Bankbuster (2)</div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Reckoner Bankbuster (2)</div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</div> <div>Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. </div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</div> <div>Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. </div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower (R)</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. </div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Unlicensed Hearse (2)</div> <div>Artifact -- Vehicle</div> <div>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                              |

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| <div><div>Unlicensed Hearse<span>2</span></div><div>Artifact -- Vehicle</div><div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div></div><div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Vanishing Verse<span>WB</span></div><div>Instant</div><div><div>Exile target monocolored permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Vanishing Verse<span>WB</span></div><div>Instant</div><div><div>Exile target monocolored permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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