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| <b>Agadeem's Awakening</b> (X)(B)(B)(B)<br>Sorcery<br>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.<br><br><div>----- BACK FACE -----</div> <b>Agadeem, the Undercrypt</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br><br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bearer of Silence</b> (1)(B)<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>When you cast this spell, you may pay {1}{C}. If you do, target opponent sacrifices a creature. ({C} represents colorless mana.)<br>Flying<br>This creature can't block.<br><br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                       | <b>Bearer of Silence</b> (1)(B)<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>When you cast this spell, you may pay {1}{C}. If you do, target opponent sacrifices a creature. ({C} represents colorless mana.)<br>Flying<br>This creature can't block.<br><br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                       | <b>Bearer of Silence</b> (1)(B)<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>When you cast this spell, you may pay {1}{C}. If you do, target opponent sacrifices a creature. ({C} represents colorless mana.)<br>Flying<br>This creature can't block.<br><br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                       |
| <b>Bearer of Silence</b> (1)(B)<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>When you cast this spell, you may pay {1}{C}. If you do, target opponent sacrifices a creature. ({C} represents colorless mana.)<br>Flying<br>This creature can't block.<br><br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                            | <b>Caustic Bronco</b> (1)(B)<br>Creature -- Snake Horse Mount<br>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.<br>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Caustic Bronco</b> (1)(B)<br>Creature -- Snake Horse Mount<br>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.<br>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Caustic Bronco</b> (1)(B)<br>Creature -- Snake Horse Mount<br>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.<br>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div> <b>Caustic Bronco</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Snake Horse Mount         </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.</p> <p>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                          | <div> <div> <b>Drannith Ruins</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}: Put two +1/+1 counters on target non-Human creature that entered this turn.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                             | <div> <div> <b>Drannith Ruins</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}: Put two +1/+1 counters on target non-Human creature that entered this turn.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                             | <div> <div> <b>Drannith Ruins</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}: Put two +1/+1 counters on target non-Human creature that entered this turn.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                             |

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| <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>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>Field of Ruin</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div><div>Field of Ruin</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{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.</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>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>                                               |

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| <b>Hive of the Eye Tyrant</b><br><hr/> Land<br><hr/> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {B}.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Ifnir Deadlands</b><br><hr/> Land -- Desert<br><hr/> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add {B}.</p> <p>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                              | <b>Ifnir Deadlands</b><br><hr/> Land -- Desert<br><hr/> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add {B}.</p> <p>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                               | <b>Ifnir Deadlands</b><br><hr/> Land -- Desert<br><hr/> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add {B}.</p> <p>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                               |
| <b>Ifnir Deadlands</b><br><hr/> Land -- Desert<br><hr/> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add {B}.</p> <p>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                          | <b>Knight of the Ebon Legion</b> <br><hr/> Creature -- Vampire Knight<br><hr/> <p>{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Knight of the Ebon Legion</b> <br><hr/> Creature -- Vampire Knight<br><hr/> <p>{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Knight of the Ebon Legion</b> <br><hr/> Creature -- Vampire Knight<br><hr/> <p>{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

## Knight of the Ebon Legion (B)

Creature -- Vampire Knight

{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)

**1/2**

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## Mirrex

Land - - Sphere

```
{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered
this turn.
{3}, {T}: Create a 1/1 colorless
Phyrexian Mite artifact creature
token with toxic 1 and "This token
can't block." (Players dealt combat
damage by it also get a poison
counter.)
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mirrex

Land - - Sphere

{T}: Add {C}.  
 {T}: Add one mana of any color.  
 Activate only if this land entered this turn.  
 {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

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## Phyrexian Fleshgorger ⑦

Artifact Creature -- Phyrexian Wurm

Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)  
Menace, lifelink  
Ward--Pay life equal to this creature's power.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Menace, lifelink  
Ward--Pay life equal to this creature's power.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phyrexian Fleshgorger ⑦

Artifact Creature -- Phyrexian Wurm

Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)  
Menace, lifelink  
Ward--Pay life equal to this creature's power.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunken Citadel

Land - - Cave

This land enters tapped. As it enters, choose a color.

{T}: Add one mana of the chosen color.

{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

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| <div><div>Sunken Citadel</div><div>Land -- Cave</div><div><p>This land enters tapped. As it enters, choose a color.</p><p>{T}: Add one mana of the chosen color.</p><p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunken Citadel</div><div>Land -- Cave</div><div><p>This land enters tapped. As it enters, choose a color.</p><p>{T}: Add one mana of the chosen color.</p><p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunken Citadel</div><div>Land -- Cave</div><div><p>This land enters tapped. As it enters, choose a color.</p><p>{T}: Add one mana of the chosen color.</p><p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>({T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                         |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>({T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>({T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div><p>{T}: Add {B}.</p><p>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thought-Knot Seer</div><div>Creature -- Eldrazi</div><div><p>({C} represents colorless mana.)</p><p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</p><p>When this creature leaves the battlefield, target opponent draws a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <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>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>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>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>Urborg, Tomb of Yawgmoth</div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       |

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| <b>Wasteland Strangler</b> (2)(B)<br>Creature -- Eldrazi Processor<br>Devoid (This card has no color.)<br>When this creature enters, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wasteland Strangler</b> (2)(B)<br>Creature -- Eldrazi Processor<br>Devoid (This card has no color.)<br>When this creature enters, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wasteland Strangler</b> (2)(B)<br>Creature -- Eldrazi Processor<br>Devoid (This card has no color.)<br>When this creature enters, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wasteland Strangler</b> (2)(B)<br>Creature -- Eldrazi Processor<br>Devoid (This card has no color.)<br>When this creature enters, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Bitter Triumph</b> (1)(B)<br>Instant<br>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                | <b>Bitter Triumph</b> (1)(B)<br>Instant<br>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                        | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                        |

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| <p><b>Kalitas, Traitor of Ghet</b> (2)(B)(B)</p> <p>Legendary Creature -- Vampire Warrior</p> <p>Lifelink<br/>If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.<br/>{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Kalitas, Traitor of Ghet</b> (2)(B)(B)</p> <p>Legendary Creature -- Vampire Warrior</p> <p>Lifelink<br/>If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.<br/>{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Reality Smasher</b> (4)(C)</p> <p>Creature -- Eldrazi</p> <p>{C} represents colorless mana.)<br/>Trample, haste<br/>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.</p> <p>[sideboard]</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Reality Smasher</b> (4)(C)</p> <p>Creature -- Eldrazi</p> <p>{C} represents colorless mana.)<br/>Trample, haste<br/>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.</p> <p>[sideboard]</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   |
| <p><b>Unlicensed Hearse</b> (2)</p> <p>Artifact -- Vehicle</p> <p>{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</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                      | <p><b>Unlicensed Hearse</b> (2)</p> <p>Artifact -- Vehicle</p> <p>{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</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                      | <p><b>Unlicensed Hearse</b> (2)</p> <p>Artifact -- Vehicle</p> <p>{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</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                      | <p><b>Warping Wail</b> (1)(C)</p> <p>Instant</p> <p>{C} represents colorless mana.)<br/>Choose one --<br/>* Exile target creature with power or toughness 1 or less.<br/>* Counter target sorcery spell.<br/>* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div> Warping Wail <div> 1 C </div> </div> <div> Instant <div> ({C} represents colorless mana.)<br/> Choose one --<br/> * Exile target creature with power or toughness 1 or less.<br/> * Counter target sorcery spell.<br/> * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." </div> <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Warping Wail <div> 1 C </div> </div> <div> Instant <div> ({C} represents colorless mana.)<br/> Choose one --<br/> * Exile target creature with power or toughness 1 or less.<br/> * Counter target sorcery spell.<br/> * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." </div> <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Warping Wail <div> 1 C </div> </div> <div> Instant <div> ({C} represents colorless mana.)<br/> Choose one --<br/> * Exile target creature with power or toughness 1 or less.<br/> * Counter target sorcery spell.<br/> * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." </div> <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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