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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div><div><b>Boggart Trawler</b></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</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. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div><b>Boggart Trawler</b></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</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. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Boggart Trawler</b></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</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. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Boggart Trawler</b></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</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. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Fatal Push</b></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                           |

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| <div><div>Fatal Push</div><div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Fatal Push</div><div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Despair</div><div>1BB</div><div>Instant</div><div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Force of Despair</div><div>1BB</div><div>Instant</div><div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Force of Despair</div><div>1BB</div><div>Instant</div><div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |

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| <div><b>Inquisition of Kozilek</b> (B)</div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                            | <div><b>March of Wretched Sorrow</b> (X)(B)</div> <div>Instant</div> <div> <p>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. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div><b>Necrodominance</b> (B)(B)(B)</div> <div>Legendary Enchantment</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div><b>Necrodominance</b> (B)(B)(B)</div> <div>Legendary Enchantment</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div><b>Necrodominance</b> (B)(B)(B)</div> <div>Legendary Enchantment</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div><b>Necrodominance</b> (B)(B)(B)</div> <div>Legendary Enchantment</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               | <div><b>Orcish Bowmasters</b> (1)(B)</div> <div>Creature -- Orc Archer</div> <div> <p>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                          | <div><b>Orcish Bowmasters</b> (1)(B)</div> <div>Creature -- Orc Archer</div> <div> <p>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                          |

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| <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                 | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                          | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                          | <b>Professor Dellian Fel</b> (2)(B)(G)<br>Legendary Planeswalker -- Dellian<br>[+2]: You gain 3 life.<br>[0]: You draw a card and lose 1 life.<br>[-3]: Destroy target creature.<br>[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Professor Dellian Fel</b> (2)(B)(G)<br>Legendary Planeswalker -- Dellian<br>[+2]: You gain 3 life.<br>[0]: You draw a card and lose 1 life.<br>[-3]: Destroy target creature.<br>[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sheoldred's Edict</b> (1)(B)<br>Instant<br>Choose one --<br>* Each opponent sacrifices a nontoken creature of their choice.<br>* Each opponent sacrifices a creature token of their choice.<br>* Each opponent sacrifices a planeswalker of their choice. | <b>Sheoldred's Edict</b> (1)(B)<br>Instant<br>Choose one --<br>* Each opponent sacrifices a nontoken creature of their choice.<br>* Each opponent sacrifices a creature token of their choice.<br>* Each opponent sacrifices a planeswalker of their choice. | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br>Legendary Creature -- Phyrexian Praetor<br>Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        |

2 B B

Deathtouch  
Whenever you draw a card, you gain 2 life.  
Whenever an opponent draws a card, they lose 2 life.

4/5

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**Lifelink**  
Exort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)  
At the beginning of each of your postcombat main phases, if you gained 3 or more life this turn, exile Sorin, then return him to the battlefield transformed under his owner's control.

1/4

- - - BACK FACE - - -

Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)

[+2]: Create a Food token.

[-1]: Sorin deals damage equal to the amount of life you gained this turn to any target.

[-6]: Gain control of target creature. It becomes a Vampire in addition to its other types. Put a lifelink counter on it if you control a white permanent other than that creature or

L 3

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5 B B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

5 B B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BP

([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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



(B/P/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.

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| <div><div><div>Surgical Extraction</div><div>BP</div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                      | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Thoughtseize</div><div>B</div></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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) 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.)</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>                                                 |

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| <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 PLAY botbox.dev</div> | <div>Witherbloom Charm (B)(G)</div> <div>Instant</div> <div>Choose one --<br/>           * You may sacrifice a permanent. If you do, draw two cards.<br/>           * You gain 5 life.<br/>           * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Witherbloom Charm (B)(G)</div> <div>Instant</div> <div>Choose one --<br/>           * You may sacrifice a permanent. If you do, draw two cards.<br/>           * You gain 5 life.<br/>           * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                               | <div>Witherbloom Charm (B)(G)</div> <div>Instant</div> <div>Choose one --<br/>           * You may sacrifice a permanent. If you do, draw two cards.<br/>           * You gain 5 life.<br/>           * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        |
| <div>Abrupt Decay (B)(G)</div> <div>Instant</div> <div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <div>Abrupt Decay (B)(G)</div> <div>Instant</div> <div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                            | <div>Ashiok, Dream Render (1)(U/B)(U/B)</div> <div>Legendary Planeswalker -- Ashiok</div> <div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>           [-1]: Target player mills four cards. Then exile each opponent's graveyard.</div> <div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Break the Ice (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 PLAY botbox.dev</div> |

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| <b>Break the Ice</b> (B)(B)<br><hr/> Sorcery<br><hr/> <p>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.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         | <b>Break the Ice</b> (B)(B)<br><hr/> Sorcery<br><hr/> <p>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.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         | <b>Culling Ritual</b> (2)(B)(G)<br><hr/> Sorcery<br><hr/> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                | <b>Culling Ritual</b> (2)(B)(G)<br><hr/> Sorcery<br><hr/> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                |
| <b>Damping Sphere</b> (2)<br><hr/> Artifact<br><hr/> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/> Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Damping Sphere</b> (2)<br><hr/> Artifact<br><hr/> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/> Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Dauthi Voidwalker</b> (B)(B)<br><hr/> Creature -- Dauthi Rogue<br><hr/> <p>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.</p> <p>[sideboard]</p> <div>3/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Dauthi Voidwalker</b> (B)(B)<br><hr/> Creature -- Dauthi Rogue<br><hr/> <p>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.</p> <p>[sideboard]</p> <div>3/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div> <b>Soulless Jailer</b> <span>②</span> </div> <div> Artifact Creature -- Phyrexian Golem </div> <div> Permanent cards in graveyards can't enter the battlefield.<br/> Players can't cast noncreature spells from graveyards or exile. </div> <div> [sideboard] </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Soulless Jailer</b> <span>②</span> </div> <div> Artifact Creature -- Phyrexian Golem </div> <div> Permanent cards in graveyards can't enter the battlefield.<br/> Players can't cast noncreature spells from graveyards or exile. </div> <div> [sideboard] </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tourach, Dread Cantor</b> <span>①</span><span>Ⓑ</span> </div> <div> Legendary Creature -- Human Cleric </div> <div> Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)<br/> Protection from white<br/> Whenever an opponent discards a card, put a +1/+1 counter on Tourach.<br/> When Tourach enters, if it was kicked, target opponent discards two cards at random. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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