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| <div><div><div><div><div><div></div><div><b>Bitter Triumph</b></div><div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div> | <div><div><div><div><div></div><div><b>Blazemire Verge</b></div><div>Land</div><div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div></div></div></div></div></div>                              | <div><div><div><div><div></div><div><b>Blazemire Verge</b></div><div>Land</div><div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div></div></div></div></div></div>                                                                                                                             | <div><div><div><div><div></div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div></div></div></div></div>                                                                                                |
| <div><div><div><div><div></div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div></div></div></div></div>                                                                                                       | <div><div><div><div><div></div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div></div></div></div></div> | <div><div><div><div><div></div><div><b>Cori Mountain Monastery</b></div><div>Land</div><div><div><div><div>This land enters tapped unless you control a Plains or an Island.</div><div>{T}: Add {R}.</div><div>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div></div></div></div></div></div></div></div> | <div><div><div><div><div></div><div><b>Cori Mountain Monastery</b></div><div>Land</div><div><div><div><div>This land enters tapped unless you control a Plains or an Island.</div><div>{T}: Add {R}.</div><div>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div></div></div></div></div></div></div></div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Day of Black Sun</div> <div> <div>X</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                    | <div> <div>Deadly Cover-Up</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Deadly Cover-Up</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Godless Shrine</div> </div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                  |
| <div> <div>Great Hall of the Biblioplex</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Great Hall of the Biblioplex</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           | <div> <div>Great Hall of the Biblioplex</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           | <div> <div>Great Hall of the Biblioplex</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <b>Haunted Ridge</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <b>Improvisation Capstone</b> </div> <div> Sorcery -- Lesson </div> <div> <p>Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs.<br/>Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Inevitable Defeat</b> </div> <div> Instant </div> <div> <p>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                              | <div> <b>Inevitable Defeat</b> </div> <div> Instant </div> <div> <p>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                              |
| <div> <b>Inevitable Defeat</b> </div> <div> Instant </div> <div> <p>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Inevitable Defeat</b> </div> <div> Instant </div> <div> <p>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                  | <div> <b>Interdimensional Web Watch</b> </div> <div> Artifact </div> <div> <p>When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.<br/>{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Interdimensional Web Watch</b> </div> <div> Artifact </div> <div> <p>When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.<br/>{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div>Jeskai Revelation (4)(U)(R)(W)</div> <div>Instant</div> <div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Jeskai Revelation (4)(U)(R)(W)</div> <div>Instant</div> <div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Jeskai Revelation (4)(U)(R)(W)</div> <div>Instant</div> <div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mistrise Village</div> <div>Land</div> <div>This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>Nowhere to Run (1)(B)</div> <div>Enchantment</div> <div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <div>Raucous Theater</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<br/>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> |

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| <div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Requiring Hex</div><div>Instant</div><div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Requiring Hex</div><div>Instant</div><div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Requiring Hex</div><div>Instant</div><div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                   | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                   | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                   | <div><div>Sear</div><div>Instant</div><div><div>Sear deals 4 damage to target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                               |

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| <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Steam Vents</div></div> <div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>               | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>               | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       |

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| <div> <b>Sunbellow Verge</b> </div> <div> Land </div> <div> {T}: Add {W}.<br/> {T}: Add {R}. Activate only if you control a Mountain or a Plains. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                          | <div> <b>Swamp</b> </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                           | <div> <b>Tablet of Discovery</b> 2R </div> <div> Artifact </div> <div> When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/> {T}: Add {R}.<br/> {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <b>Tablet of Discovery</b> 2R </div> <div> Artifact </div> <div> When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/> {T}: Add {R}.<br/> {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <div> <b>Tablet of Discovery</b> 2R </div> <div> Artifact </div> <div> When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/> {T}: Add {R}.<br/> {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Tablet of Discovery</b> 2R </div> <div> Artifact </div> <div> When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/> {T}: Add {R}.<br/> {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>The Legend of Roku</b> 2RR </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/> II -- Add one mana of any color.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> -----<br/> -- BACK FACE -- </div> <div> <b>Avatar Roku</b> </div> <div> Legendary Creature -- Avatar </div> <div> Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)<br/> {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>The Legend of Roku</b> 2RR </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/> II -- Add one mana of any color.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> -----<br/> -- BACK FACE -- </div> <div> <b>Avatar Roku</b> </div> <div> Legendary Creature -- Avatar </div> <div> Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)<br/> {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - Conman325 - Four-Color Control (\$uper \$unday RCQ - Standard - SCG CON Los

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Thor, God of Thunder</b> <span>3</span><span>R</span><span>R</span> </div> <div>           Legendary Creature -- God Warrior Hero         </div> <div> <p>Flying</p> <p>When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.</p> <p>Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Thor, God of Thunder</b> <span>3</span><span>R</span><span>R</span> </div> <div>           Legendary Creature -- God Warrior Hero         </div> <div> <p>Flying</p> <p>When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.</p> <p>Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                           | <div> <b>Watery Grave</b> </div> <div>           Land -- Island Swamp         </div> <div> <p>{T}: Add {U} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                  | <div> <b>Watery Grave</b> </div> <div>           Land -- Island Swamp         </div> <div> <p>{T}: Add {U} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                        |
| <div> <b>Avengers Disassembled</b> <span>1</span><span>R</span><span>R</span> </div> <div>           Sorcery         </div> <div> <p>Choose one or both --</p> <ul style="list-style-type: none"> <li>* Avengers Disassembled deals 3 damage to each creature.</li> <li>* Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                     | <div> <b>Chandra, Torch of Defiance</b> <span>2</span><span>R</span><span>R</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div> <p>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</p> <p>[+1]: Add {R}{R}.</p> <p>[-3]: Chandra deals 4 damage to target creature.</p> <p>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Cruelclaw's Heist</b> <span>B</span><span>B</span> </div> <div>           Sorcery         </div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</p> <p>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Day of Black Sun</b> <span>X</span><span>B</span><span>B</span> </div> <div>           Sorcery         </div> <div> <p>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div><div>Disdainful Stroke</div><div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Disdainful Stroke</div><div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <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><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><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><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Return the Favor</div><div>RR</div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.<br/>+ {1} -- Change the target of target spell or ability with a single target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Return the Favor</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.</p> <p>+ {1} -- Change the target of target spell or ability with a single target.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Strategic Betrayal</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Strategic Betrayal</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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