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| <div><div><div>Ardyn, the Usurper (5)(B)(B)(B)</div><div>Legendary Creature -- Elder Human Noble</div><div>Demons you control have menace, lifelink, and haste.<br/>Starscourage -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ardyn, the Usurper (5)(B)(B)(B)</div><div>Legendary Creature -- Elder Human Noble</div><div>Demons you control have menace, lifelink, and haste.<br/>Starscourage -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Awaken the Honored Dead (B)(G)(U)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Destroy target nonland permanent.<br/>II -- Mill three cards.<br/>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div></div></div> | <div><div><div>Awaken the Honored Dead (B)(G)(U)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Destroy target nonland permanent.<br/>II -- Mill three cards.<br/>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div></div></div> |
| <div><div><div>Bitter Triumph (1)(B)</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>                                                                                                                                                                                                                                                                                      | <div><div><div>Bitter Triumph (1)(B)</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>                                                                                                                                                                                                                                                                                      | <div><div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>([T]: Add [G] or [U].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div>                                                                                                                                                                                                     | <div><div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>([T]: Add [G] or [U].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div>                                                                                                                                                                                                     |
| <div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                               | <div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                               |

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| <div> <b>Breeding Pool</b> </div> <div> Land -- Forest Island </div> <div> ({T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                | <div> <b>Breeding Pool</b> </div> <div> Land -- Forest Island </div> <div> ({T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                | <div> <b>Bringer of the Last Gift</b> </div> <div> Creature -- Vampire Demon </div> <div> Flying<br/> When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Bringer of the Last Gift</b> </div> <div> Creature -- Vampire Demon </div> <div> Flying<br/> When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Bringer of the Last Gift</b> </div> <div> Creature -- Vampire Demon </div> <div> Flying<br/> When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Bringer of the Last Gift</b> </div> <div> Creature -- Vampire Demon </div> <div> Flying<br/> When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Cavern of Souls</b> </div> <div> Land </div> <div> As this land enters, choose a creature type.<br/> {T}: Add {C}.<br/> {T}: Add one mana of any color.<br/> Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                     | <div> <b>Cavern of Souls</b> </div> <div> Land </div> <div> As this land enters, choose a creature type.<br/> {T}: Add {C}.<br/> {T}: Add one mana of any color.<br/> Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                     |

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| <b>Cavern of Souls</b><br><hr/> Land<br><hr/> <p>As this land enters, choose a creature type.<br/> {T}: Add {C}.<br/> {T}: Add one mana of any color.<br/> Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Dark Matter Manipulator</b> (B)<br><hr/> Creature -- Human Warlock<br><hr/> <p>When this creature enters, mill three cards.<br/> This creature gets +2/+0 for every seven cards in your graveyard.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Dark Matter Manipulator</b> (B)<br><hr/> Creature -- Human Warlock<br><hr/> <p>When this creature enters, mill three cards.<br/> This creature gets +2/+0 for every seven cards in your graveyard.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                             | <b>Dark Matter Manipulator</b> (B)<br><hr/> Creature -- Human Warlock<br><hr/> <p>When this creature enters, mill three cards.<br/> This creature gets +2/+0 for every seven cards in your graveyard.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                             |
| <b>Dark Matter Manipulator</b> (B)<br><hr/> Creature -- Human Warlock<br><hr/> <p>When this creature enters, mill three cards.<br/> This creature gets +2/+0 for every seven cards in your graveyard.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                           | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> <p>{T}: Add {G}.)</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                | <b>Formidable Speaker</b> (2)(G)<br><hr/> Creature -- Elf Druid<br><hr/> <p>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/> {1}, {T}: Untap another target permanent.</p> <div>2/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Formidable Speaker</b> (2)(G)<br><hr/> Creature -- Elf Druid<br><hr/> <p>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/> {1}, {T}: Untap another target permanent.</p> <div>2/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Formidable Speaker</div><div>②⑥</div></div><div>Creature -- Elf Druid</div><div>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Formidable Speaker</div><div>②⑥</div></div><div>Creature -- Elf Druid</div><div>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kavaero, Mind-Bitten</div></div><div>(card data unavailable)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                      |
| <div><div><div>Kavaero, Mind-Bitten</div></div><div>(card data unavailable)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div><div>Kavaero, Mind-Bitten</div></div><div>(card data unavailable)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div><div>Kavaero, Mind-Bitten</div></div><div>(card data unavailable)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Oblivious Bookworm</div><div>⑥⑩</div></div><div>Creature -- Human Wizard</div><div>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Oblivious Bookworm</b> (G)(U)<br>Creature -- Human Wizard<br>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Oblivious Bookworm</b> (G)(U)<br>Creature -- Human Wizard<br>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Oblivious Bookworm</b> (G)(U)<br>Creature -- Human Wizard<br>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ouroboroid</b> (2)(G)(G)<br>Creature -- Plant Wurm<br>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ouroboroid</b> (2)(G)(G)<br>Creature -- Plant Wurm<br>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.<br><div>1/3</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.<br><div></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.<br><div></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.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                       |

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| <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                          | <div>Overlord of the Balemurk (3)(B)(B)</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 (3)(B)(B)</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>Seasoned Cryomancer (1)(U)(U)</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br/>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Seasoned Cryomancer (1)(U)(U)</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br/>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Seasoned Cryomancer (1)(U)(U)</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br/>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                           | <div>Seasoned Cryomancer (1)(U)(U)</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br/>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                           | <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                    |

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| <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 |
| <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>( {T}: Add {U} 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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>( {T}: Add {U} 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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>( {T}: Add {U} 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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>( {T}: Add {U} 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>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                         | <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wistfulness</div> <div>Creature -- Elemental Incarnation</div> <div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</div> <div>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</div> <div>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wistfulness</div> <div>Creature -- Elemental Incarnation</div> <div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</div> <div>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</div> <div>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Deceit</div> <div>Creature -- Elemental Incarnation</div> <div>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.</div> <div>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div> <div>Invoke {U/B}{U/B}</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Disdainful Stroke</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>Disruptive Stormbrood</div> <div>Creature -- Dragon</div> <div>Flying</div> <div>When this creature enters, destroy up to one target artifact or enchantment.</div> <div>[sideboard]</div> <div>3/3</div> <div>----- ADVENTURE -----</div> <div>Petty Revenge</div> <div>Sorcery -- Omen</div> <div>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Duress</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><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>Negate</div><div>1U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div><div>Requiring Hex</div><div>B</div></div><div>Instant</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.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Requiring Hex</div><div>B</div></div><div>Instant</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.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Requiring Hex</div><div>B</div></div><div>Instant</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.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Soul-Guide Lantern</div><div>1</div></div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Strategic Betrayal</div><div>1B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          |

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| <div> <b>Strategic Betrayal</b> <span>1</span><span>B</span> </div> <hr/> <div> Sorcery </div> <hr/> <div> Target opponent exiles a creature they control and their graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Witherbloom Charm</b> <span>B</span><span>G</span> </div> <hr/> <div> Instant </div> <hr/> <div> Choose one -- <ul style="list-style-type: none"> <li>* You may sacrifice a permanent. If you do, draw two cards.</li> <li>* You gain 5 life.</li> <li>* Destroy target nonland permanent with mana value 2 or less.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Witherbloom Charm</b> <span>B</span><span>G</span> </div> <hr/> <div> Instant </div> <hr/> <div> Choose one -- <ul style="list-style-type: none"> <li>* You may sacrifice a permanent. If you do, draw two cards.</li> <li>* You gain 5 life.</li> <li>* Destroy target nonland permanent with mana value 2 or less.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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