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| <div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Bitter Triumph</div><div>Instant</div><div><p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div>Bitter Triumph</div><div>Instant</div><div><p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               |
| <div><div>Bitter Triumph</div><div>Instant</div><div><p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Carnivorous Cultivator</div><div>Creature -- Elf Warlock</div><div><div>Deathtouch</div><p>This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</p><div>2/3</div></div><div><div>Enroot</div><div>Sorcery</div><p>Search your library for a land card, put it into your graveyard, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Carnivorous Cultivator</div><div>Creature -- Elf Warlock</div><div><div>Deathtouch</div><p>This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</p><div>2/3</div></div><div><div>Enroot</div><div>Sorcery</div><p>Search your library for a land card, put it into your graveyard, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Carnivorous Cultivator</div><div>Creature -- Elf Warlock</div><div><div>Deathtouch</div><p>This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</p><div>2/3</div></div><div><div>Enroot</div><div>Sorcery</div><p>Search your library for a land card, put it into your graveyard, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Carnivorous Cultivator ①⑥</div> <div>Creature -- Elf Warlock</div> <div> <div>Deathtouch</div> <div>This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</div> </div> <div>2/3</div> <div>----- OTHER FACE -----</div> <div> <div>Enroot ⑥</div> <div>Sorcery</div> <div>Search your library for a land card, put it into your graveyard, then shuffle.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                | <div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                | <div>Elven Passage</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div>Elven Passage</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                         | <div>Emeritus of Abundance ②⑥</div> <div>Creature -- Elf Druid</div> <div> <div>Vigilance</div> <div>This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.</div> </div> <div>3/4</div> <div>----- OTHER FACE -----</div> <div> <div>Regrowth ①⑥</div> <div>Sorcery</div> <div>Return target card from your graveyard to your hand.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emeritus of Abundance ②⑥</div> <div>Creature -- Elf Druid</div> <div> <div>Vigilance</div> <div>This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.</div> </div> <div>3/4</div> <div>----- OTHER FACE -----</div> <div> <div>Regrowth ①⑥</div> <div>Sorcery</div> <div>Return target card from your graveyard to your hand.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Esper Origins ①⑥</div> <div>Sorcery</div> <div> <div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)</div> <div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> <div>----- BACK FACE -----</div> <div> <div>Summon: Esper Maduin</div> <div>Enchantment Creature -- Saga Elemental</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.</div> <div>II -- Add {G}{G}.</div> <div>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

Playtest cards - andrespineiroc - Standard (ReCQ - Standard - SCG CON Hartford - Friday -

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Esper Origins</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>----- BACK FACE -----</div> <div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Esper Origins</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>----- BACK FACE -----</div> <div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Esper Origins</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>----- BACK FACE -----</div> <div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                           |

Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Insect Scout

You may play an additional land on each of your turns.  
You may play lands from your graveyard.  
Landfall -- Whenever a land you control enters, mill a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                     | <div><div>Maelstrom Pulse</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Sorcery</div><div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Maelstrom Pulse</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Sorcery</div><div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Maelstrom Pulse</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Sorcery</div><div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Overgrown Tomb</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Overgrown Tomb</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                 | <div><div>Overgrown Tomb</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                 | <div><div>Overgrown Tomb</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                 |

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| <div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Scavenging Ooze</div><div>Creature -- Ooze</div><div><p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                             | <div><div>Simulacrum Shaper</div><div>Creature -- Elf Druid</div><div><p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p><p>When this creature dies, draw a card.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Simulacrum Shaper</div><div>Creature -- Elf Druid</div><div><p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p><p>When this creature dies, draw a card.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                         | <div><div>Simulacrum Shaper</div><div>Creature -- Elf Druid</div><div><p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p><p>When this creature dies, draw a card.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                         | <div><div>Simulacrum Shaper</div><div>Creature -- Elf Druid</div><div><p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p><p>When this creature dies, draw a card.</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                  |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             | <div><div>Virtue of Persistence5BB</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div> <div>-----ADVENTURE-----</div> <div><div>Loathwain Scorn1B</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Virtue of Persistence5BB</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div> <div>-----ADVENTURE-----</div> <div><div>Loathwain Scorn1B</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Vraska, the Cutting GlareBBG</div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch<br/>When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Vraska, the Cutting GlareBBG</div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch<br/>When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Vraska, the Cutting GlareBBG</div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch<br/>When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                     | <div><div>Vraska, the Cutting GlareBBG</div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch<br/>When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                     |

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| <div><div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                        | <div><div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             |
| <div><div><div>Deadly Cover-Up</div><div>Sorcery</div><div><div><div>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.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div>Sorcery</div><div><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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div>Sorcery</div><div><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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div>Sorcery</div><div><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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>Grievous Wound</div><div>3BB</div></div><div>Enchantment -- Aura</div><div>Enchant player<br/>Enchanted player can't gain life. Whenever enchanted player is dealt damage, they lose half their life, rounded up.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grievous Wound</div><div>3BB</div></div><div>Enchantment -- Aura</div><div>Enchant player<br/>Enchanted player can't gain life. Whenever enchanted player is dealt damage, they lose half their life, rounded up.</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>          |
| <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>                                    | <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>                                                                             | <div><div><div>Terminal Criticism</div><div>1B</div></div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><div>Terminal Criticism</div><div>1B</div></div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Terminal Criticism</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urgent Necropsy</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vicious Rivalry</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life. Destroy all artifacts and creatures with mana value X or less.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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