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| <div><div><div><div><div><div></div><div><b>Bitter Triumph</b></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                  | <div><div><div><div><div><div></div><div><b>Bitter Triumph</b></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>      | <div><div><div><div><div><div></div><div><b>Bitter Triumph</b></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>      | <div><div><div><div><div><div></div><div><b>Cavern of Souls</b></div><div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                  |
| <div><div><div><div><div><div></div><div><b>Cavern of Souls</b></div><div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Day of Black Sun</b></div><div><div>X</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div></div></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><b>Day of Black Sun</b></div><div><div>X</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div></div></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><b>Deadly Cover-Up</b></div><div><div>3</div><div>B</div><div>B</div></div></div><div>Sorcery</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <p><b>Deceit</b> 4 U/B U/B</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>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.</p> <p>Invoke {U/B}{U/B}</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Deceit</b> 4 U/B U/B</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>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.</p> <p>Invoke {U/B}{U/B}</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Deceit</b> 4 U/B U/B</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>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.</p> <p>Invoke {U/B}{U/B}</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Deceit</b> 4 U/B U/B</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>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.</p> <p>Invoke {U/B}{U/B}</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Doomsday Excruciator</b> B B B B B B</p> <p>Creature -- Demon</p> <p>Flying</p> <p>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</p> <p>At the beginning of your upkeep, draw a card.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                         | <p><b>Doomsday Excruciator</b> B B B B B B</p> <p>Creature -- Demon</p> <p>Flying</p> <p>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</p> <p>At the beginning of your upkeep, draw a card.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                         | <p><b>Duress</b> B</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                            | <p><b>Duress</b> B</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                            |

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| <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>5/5</div><div>OTHER FACE</div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Emeritus of Ideation</div><div>Creature -- Human Wizard</div><div>Flying, ward {2}<br/>This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.</div><div>5/5</div><div>OTHER FACE</div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Emeritus of Ideation</div><div>Creature -- Human Wizard</div><div>Flying, ward {2}<br/>This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.</div><div>5/5</div><div>OTHER FACE</div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              |
| <div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div>Harvester of Misery</div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {U} or {B}.  
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.  
Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {U} or {B}.  
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.  
Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {U} or {B}.  
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.  
Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {U} or {B}.  
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.  
Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

{3}{U}{U}, Exile this card from your graveyard: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

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| <b>Seasoned Cryomancer</b> ①④④<br>Creature -- Human Wizard<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Seasoned Cryomancer</b> ①④④<br>Creature -- Human Wizard<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Shipwreck Marsh</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {U} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                        | <b>Shipwreck Marsh</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {U} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                        |
| <b>Shipwreck Marsh</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {U} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                        | <b>Shipwreck Marsh</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {U} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                        | <b>Superior Spider-Man</b> ②④B<br>Legendary Creature -- Spider Human Hero<br>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Superior Spider-Man</b> ②④B<br>Legendary Creature -- Spider Human Hero<br>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Superior Spider-Man 2UB</div><div>Legendary Creature -- Spider Human Hero</div><div>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Superior Spider-Man 2UB</div><div>Legendary Creature -- Spider Human Hero</div><div>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                              | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                              | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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## Theorix Charm

UB

Instant

Choose one --

- \* Counter target noncreature spell unless its controller pays {2}.
- \* Target creature gets -2/-2 until end of turn.
- \* Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.)

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## Theorix Charm

U B

Instant

Choose one --

- \* Counter target noncreature spell unless its controller pays {2}.
- \* Target creature gets -2/-2 until end of turn.
- \* Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.)

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## Uldaros Theorix

3 U B B

Legendary Creature -- Elder Sphinx

Flying  
When Uldaros Theorix enters, if you cast him, exile up to one target nonland card of each card type from your graveyard. Copy those cards. You may cast any number of spells with total mana value 6 or less from among the copies without paying their mana costs. (Permanent spells cast this way become tokens.)

5/5

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## Undercity Sewers

Land - - Island Swamp

(**{T}**: Add **{U}** or **{B}**.)  
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.)

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## Watery Grave

Land - - Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## Watery Grave

Land -- Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <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>                   | <div><div>Winternight Stories2U</div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}[U] (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Winternight Stories2U</div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}[U] (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Winternight Stories2U</div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}[U] (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div>DuressB</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flashfreeze1U</div><div>Instant</div><div>Counter target red or green spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Flashfreeze1U</div><div>Instant</div><div>Counter target red or green spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Ghost Vacuum1</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Ghost Vacuum</b> <span>1</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Negate</b> <span>1</span><span>U</span> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                             | <div> <b>Null Summoner</b> <span>2</span><span>U</span><span>B</span> </div> <div>Creature -- Human Warlock</div> <div> <p>When this creature enters, if you cast it, target opponent reveals their hand. You choose a nonland card from it. Exile that card.</p> <p>Threshold -- As long as there are seven or more cards in your graveyard, you may cast the exiled card, and mana of any type can be spent to cast that spell.</p> <p>[sideboard]</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Oildeep Gearhulk</b> <span>U</span><span>U</span><span>B</span><span>B</span> </div> <div>Artifact Creature -- Construct</div> <div> <p>Lifelink, ward {1}</p> <p>When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Oildeep Gearhulk</b> <span>U</span><span>U</span><span>B</span><span>B</span> </div> <div>Artifact Creature -- Construct</div> <div> <p>Lifelink, ward {1}</p> <p>When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                | <div> <b>Qarsi Revenant</b> <span>1</span><span>B</span><span>B</span> </div> <div>Creature -- Vampire</div> <div> <p>Flying, deathtouch, lifelink</p> <p>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Qarsi Revenant</b> <span>1</span><span>B</span><span>B</span> </div> <div>Creature -- Vampire</div> <div> <p>Flying, deathtouch, lifelink</p> <p>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                | <div> <b>Requiting Hex</b> <span>B</span> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          |

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| <div> <div> <b>Strategic Betrayal</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent exiles a creature they control and their graveyard.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Terminal Criticism</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Terminal Criticism</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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