

<div><div><div>Bitter Triumph</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>Bitter Triumph</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>Day of Black Sun</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Day of Black Sun</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Deceit</div><div><div>4</div><div>U/B</div><div>U/B</div></div></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. 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. Evoke {U/B}{U/B}</div><div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deceit</div><div><div>4</div><div>U/B</div><div>U/B</div></div></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. 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. Evoke {U/B}{U/B}</div><div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deceit</div><div><div>4</div><div>U/B</div><div>U/B</div></div></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. 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. Evoke {U/B}{U/B}</div><div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deceit</div><div><div>4</div><div>U/B</div><div>U/B</div></div></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. 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. Evoke {U/B}{U/B}</div><div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Emeritus of Ideation</div><div>Creature -- Human Wizard</div><div>Flying, ward {2} 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><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><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}. {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}. {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}. {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}. {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>Hidden Lair</div><div>Land</div><div>{T}: Add {C}. {T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Hidden Lair</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Oildeep Gearhulk</div><div>Artifact Creature -- Construct</div><div><div>Lifelink, ward {1}</div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Oildeep Gearhulk</div><div>Artifact Creature -- Construct</div><div><div>Lifelink, ward {1}</div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Requiting 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><div><div>Requiting 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><div><div>Requiting 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><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Riverchurn Monument<div>1U</div></div><div>Artifact</div><div><p>{1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.) Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seasoned Cryomancer<div>1UU</div></div><div>Creature -- Human Wizard</div><div><p>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.</p><p>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</p></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seasoned Cryomancer<div>1UU</div></div><div>Creature -- Human Wizard</div><div><p>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.</p><p>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</p></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seasoned Cryomancer<div>1UU</div></div><div>Creature -- Human Wizard</div><div><p>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.</p><p>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</p></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Singularity Rupture (3UBB)</div><div>Sorcery</div><div>Destroy all creatures, then any number of target players each mill half their library, rounded down.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Singularity Rupture (3UBB)</div><div>Sorcery</div><div>Destroy all creatures, then any number of target players each mill half their library, rounded down.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Singularity Rupture (3UBB)</div><div>Sorcery</div><div>Destroy all creatures, then any number of target players each mill half their library, rounded down.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up (2U)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Stock Up</div><div>2U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up</div><div>2U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up</div><div>2U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strategic Betrayal</div><div>1B</div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Superior Spider-Man</div><div>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</div><div>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</div><div>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>

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<div>The Soul Stone1B</div> <div>Legendary Artifact -- Infinity Stone</div> <div>Indestructible {T}: Add {B}. {6}{B}, {T}, Exile a creature you control: Harness The Soul Stone. (Once harnessed, its inf ability is active.) inf -- At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Soul Stone1B</div> <div>Legendary Artifact -- Infinity Stone</div> <div>Indestructible {T}: Add {B}. {6}{B}, {T}, Exile a creature you control: Harness The Soul Stone. (Once harnessed, its inf ability is active.) inf -- At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Uldaros Theorix3UBB</div> <div>Legendary Creature -- Elder Sphinx</div> <div>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Uldaros Theorix3UBB</div> <div>Legendary Creature -- Elder Sphinx</div> <div>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Day of Black SunXBB</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Day of Black SunXBB</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disdainful Stroke1U</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>DuressB</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> Duress 1BB </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Flashfreeze 1U </div> <div>Instant</div> <div> <p>Counter target red or green spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ghost Vacuum 1 </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> Qarsi Revenant 1BB </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/3</div> </div>
<div> Qarsi Revenant 1BB </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/3</div> </div>	<div> Riverchurn Monument 1U </div> <div>Artifact</div> <div> <p>{1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.)</p> <p>Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Riverchurn Monument 1U </div> <div>Artifact</div> <div> <p>{1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.)</p> <p>Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Spell Snare U </div> <div>Instant</div> <div> <p>Counter target spell with mana value 2.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div><div>Spell Snare</div><div>U</div></div><div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Terminal Criticism</div><div>1B</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Terminal Criticism</div><div>1B</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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