

<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>Deadly Cover-Up</div><div>Sorcery</div><div><p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deathcap Glade</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deathcap Glade</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Emeritus of Abundance</div><div>2G</div></div><div>Creature -- Elf Druid</div><div>Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.</div><div>3/4</div><div>----- OTHER FACE -----</div><div><div>Regrowth</div><div>1G</div></div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Emeritus of Abundance</div><div>2G</div></div><div>Creature -- Elf Druid</div><div>Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.</div><div>3/4</div><div>----- OTHER FACE -----</div><div><div>Regrowth</div><div>1G</div></div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Environmental Scientist</div><div>1G</div></div><div>Creature -- Human Druid</div><div>When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Environmental Scientist</div><div>1G</div></div><div>Creature -- Human Druid</div><div>When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Environmental Scientist</div><div>1G</div></div><div>Creature -- Human Druid</div><div>When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Environmental Scientist 16</div><div>Creature -- Human Druid</div><div>When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>(T): Add G.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>(T): Add G.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>(T): Add G.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Garruk, Veiled Butcher 3BB</div><div>Legendary Planeswalker -- Garruk</div><div>If a creature an opponent controls would die, exile it instead. [+2]: Up to one target creature gets -4/-1 until your next turn. [-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample. [-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Garruk, Veiled Butcher 3BB</div><div>Legendary Planeswalker -- Garruk</div><div>If a creature an opponent controls would die, exile it instead. [+2]: Up to one target creature gets -4/-1 until your next turn. [-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample. [-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Keen-Eyed Curator 66</div><div>Creature -- Raccoon Scout</div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Maelstrom Pulse 1BG</div><div>Sorcery</div><div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Maelstrom Pulse</div> <div> <div>1</div> <div>B</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> Destroy target nonland permanent and all other permanents with the same name as that permanent. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Overgrown Tomb</div> </div> <div>Land -- Swamp Forest</div> <div> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Overgrown Tomb</div> </div> <div>Land -- Swamp Forest</div> <div> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> <div>Overgrown Tomb</div> </div> <div>Land -- Swamp Forest</div> <div> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Overgrown Tomb</div> </div> <div>Land -- Swamp Forest</div> <div> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Professor Dellian Fel</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div>Legendary Planeswalker -- Dellian</div> <div> [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." </div> <div> <div>L 5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Professor Dellian Fel</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div>Legendary Planeswalker -- Dellian</div> <div> [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." </div> <div> <div>L 5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div><div>Ral Zarek, Guest Lecturer (1)(B)(B)</div><div>Legendary Planeswalker -- Ral</div><div><div>[+1]: Surveil 2.</div><div>[-1]: Any number of target players each discard a card.</div><div>[-2]: Return target creature card with mana value 3 or less from your graveyard to the battlefield.</div><div>[-7]: Flip five coins. Target opponent skips their next X turns, where X is the number of coins that came up heads.</div></div><div><div>L3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><tr><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td></td></tr></td></td></td>	<div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><tr><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td></td></tr></td></td>	<div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><tr><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td></td></tr></td>	<div><div>Requiring Hex (B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <tr><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td></td></tr>	<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td>	<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td>	<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td>	<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td>	<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td>	<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td>	<div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>				

<div><div><div>Simulacrum Shaper</div><div><div>1</div><div>6</div><div>6</div></div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, draw a card.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Simulacrum Shaper</div><div><div>1</div><div>6</div><div>6</div></div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, draw a card.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Simulacrum Shaper</div><div><div>1</div><div>6</div><div>6</div></div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, draw a card.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Simulacrum Shaper</div><div><div>1</div><div>6</div><div>6</div></div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, draw a card.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<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><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><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><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><div><div>Vraska, the Cutting Glare</div><div><div>B</div><div>B</div><div>G</div></div></div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vraska, the Cutting Glare</div><div><div>B</div><div>B</div><div>G</div></div></div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vraska, the Cutting Glare</div><div><div>B</div><div>B</div><div>G</div></div></div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vraska, the Cutting Glare</div><div><div>B</div><div>B</div><div>G</div></div></div><div>Legendary Creature -- Gorgon Assassin</div><div>Deathtouch 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Wastewood Verge</div></div><div>Land</div><div>{T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wastewood Verge</div></div><div>Land</div><div>{T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wastewood Verge</div></div><div>Land</div><div>{T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wastewood Verge</div></div><div>Land</div><div>{T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Deadly Cover-Up</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Duress</div><div><div>B</div></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>Ghost Vacuum</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard. {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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Nowhere to Run</div><div><div>1</div><div>B</div></div></div><div><div>Enchantment</div><div>Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Qarsi Revenant</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire</div><div>Flying, deathtouch, lifelink 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.</div><div>[sideboard]</div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Qarsi Revenant</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire</div><div>Flying, deathtouch, lifelink 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.</div><div>[sideboard]</div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Requiring Hex</div><div><div>B</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Terminal Criticism</div><div><div>1</div><div>B</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Terminal Criticism</div><div><div>1</div><div>B</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

Terminal Criticism

①B

Instant

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vicious Rivalry

②BG

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vicious Rivalry

②BG

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev