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| <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     |

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| <div><div>Butcher of the Horde (1)(R)(W)(B)</div><div>Creature -- Demon</div><div>Flying<br/>Sacrifice another creature: This creature gains your choice of vigilance, lifelink, or haste until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Butcher of the Horde (1)(R)(W)(B)</div><div>Creature -- Demon</div><div>Flying<br/>Sacrifice another creature: This creature gains your choice of vigilance, lifelink, or haste until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Butcher of the Horde (1)(R)(W)(B)</div><div>Creature -- Demon</div><div>Flying<br/>Sacrifice another creature: This creature gains your choice of vigilance, lifelink, or haste until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Butcher of the Horde (1)(R)(W)(B)</div><div>Creature -- Demon</div><div>Flying<br/>Sacrifice another creature: This creature gains your choice of vigilance, lifelink, or haste until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Canopy Vista</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>This land enters tapped unless you control two or more basic lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Cinder Glade</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>This land enters tapped unless you control two or more basic lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Crackling Doom (R)(W)(B)</div><div>Instant</div><div>Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Crackling Doom (R)(W)(B)</div><div>Instant</div><div>Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |

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| <div><div><div>Crackling Doom</div><div><div>R</div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Crackling Doom</div><div><div>R</div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Duress</div><div><div>B</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         | <div><div><div>Duress</div><div><div>B</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         |
| <div><div><div>Duress</div><div><div>B</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                               | <div><div><div>Fiery Impulse</div><div><div>R</div></div></div><div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Impulse</div><div><div>R</div></div></div><div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Impulse</div><div><div>R</div></div></div><div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Fiery Impulse</b> <span>(R)</span><br><hr/> Instant<br><hr/> <p>Fiery Impulse deals 2 damage to target creature.<br/> Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Hangarback Walker</b> <span>(X)(X)</span><br><hr/> Artifact Creature -- Construct<br><hr/> <p>This creature enters with X +1/+1 counters on it.<br/> When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br/> {1}, {T}: Put a +1/+1 counter on this creature.</p> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Hangarback Walker</b> <span>(X)(X)</span><br><hr/> Artifact Creature -- Construct<br><hr/> <p>This creature enters with X +1/+1 counters on it.<br/> When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br/> {1}, {T}: Put a +1/+1 counter on this creature.</p> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Hangarback Walker</b> <span>(X)(X)</span><br><hr/> Artifact Creature -- Construct<br><hr/> <p>This creature enters with X +1/+1 counters on it.<br/> When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br/> {1}, {T}: Put a +1/+1 counter on this creature.</p> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Mountain</b><br><hr/> Basic Land -- Mountain<br><hr/> <p>{T}: Add {R}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               | <b>Mountain</b><br><hr/> Basic Land -- Mountain<br><hr/> <p>{T}: Add {R}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       | <b>Murderous Cut</b> <span>(4)(B)</span><br><hr/> Instant<br><hr/> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Destroy target creature.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       | <b>Murderous Cut</b> <span>(4)(B)</span><br><hr/> Instant<br><hr/> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Destroy target creature.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       |

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| <div><div><div>Murderous Cut</div><div>4B</div></div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Destroy target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Murderous Cut</div><div>4B</div></div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Destroy target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nomad Outpost</div><div></div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}, {W}, or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Painful Truths</div><div>2B</div></div><div>Sorcery</div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Painful Truths</div><div>2B</div></div><div>Sorcery</div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Painful Truths</div><div>2B</div></div><div>Sorcery</div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Painful Truths</div><div>2B</div></div><div>Sorcery</div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div><div></div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |

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| <p><b>Seeker of the Way</b> (1)(W)</p> <p>Creature -- Human Warrior</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Seeker of the Way</b> (1)(W)</p> <p>Creature -- Human Warrior</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Seeker of the Way</b> (1)(W)</p> <p>Creature -- Human Warrior</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Seeker of the Way</b> (1)(W)</p> <p>Creature -- Human Warrior</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                         |
| <p><b>Shambling Vent</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                              | <p><b>Shambling Vent</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                              | <p><b>Smoldering Marsh</b></p> <p>Land -- Swamp Mountain</p> <p>( {T}: Add {B} or {R}.)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                               | <p><b>Soulfire Grand Master</b> (1)(W)</p> <p>Creature -- Human Monk</p> <p>Lifelink<br/>Instant and sorcery spells you control have lifelink.<br/>{2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Soulfire Grand Master</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Monk</div><div>Lifelink<br/>Instant and sorcery spells you control have lifelink.<br/>{2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soulfire Grand Master</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Monk</div><div>Lifelink<br/>Instant and sorcery spells you control have lifelink.<br/>{2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soulfire Grand Master</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Monk</div><div>Lifelink<br/>Instant and sorcery spells you control have lifelink.<br/>{2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div></div> <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> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |
| <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Infinite Obliteration</div> <div>Sorcery</div> <div>Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Infinite Obliteration</div> <div>Sorcery</div> <div>Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Infinite Obliteration</div> <div>Sorcery</div> <div>Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Kolaghan's Command</div><div>1BR</div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kolaghan's Command</div><div>1BR</div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Radiant Flames</div><div>2R</div></div><div>Sorcery</div><div>Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Radiant Flames</div><div>2R</div></div><div>Sorcery</div><div>Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |
| <div><div><div>Self-Inflicted Wound</div><div>1B</div></div><div>Sorcery</div><div>Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div><div>Self-Inflicted Wound</div><div>1B</div></div><div>Sorcery</div><div>Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div><div>Self-Inflicted Wound</div><div>1B</div></div><div>Sorcery</div><div>Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Transgress the Mind</div><div>1B</div></div><div>Sorcery</div><div>Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Transgress the Mind</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <div>Devoid (This card has no color.)</div> <div>Target player reveals their hand.</div> <div>You choose a card from it with mana value 3 or greater and exile that card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Transgress the Mind</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <div>Devoid (This card has no color.)</div> <div>Target player reveals their hand.</div> <div>You choose a card from it with mana value 3 or greater and exile that card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Utter End</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div>Instant</div> <div> <div>Exile target nonland permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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