

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {R}.

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{T}: Add {B}.  
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

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

- - - BACK FACE - - -

## Land

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

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- - - BACK FACE - - -

## Land

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

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

### Blightstep Pathway

Land

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

- - - BACK FACE - - -

## Searstep Pathway

Land

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

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Land

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- - - BACK FACE - - -

## Searstep Pathway

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

Land -- Swamp Mountain

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

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**Bloodletter of Aclazotz** (1)(B)(B)(B)

Creature -- Vampire Demon

**Flying**  
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

2/4

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Playtest cards - Sun, Zhipeng - Pioneer (??? MTG China Open S7 Regional Championship)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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**Bloodtithe Harvester** (B)(R)

Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

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**Duress** (B)

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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| <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> |
| <div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

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| <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Go for the Throat</div><div>①③</div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |
| <div><div><div>Haunted Ridge</div></div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                              | <div><div><div>Haunted Ridge</div></div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                              | <div><div><div>Heartless Act</div><div>①③</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               | <div><div><div>Mutavault</div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
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```

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
```

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Land

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{T}: Add {C}.
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## Swamp

Basic Land -- Swamp

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

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Takenuma, Abandoned Mire**

## Legendary Land

{T}: Add {B}.  
Channel -- {3}{B}, Discard this  
card: Mill three cards, then return  
a creature or planeswalker card from  
your graveyard to your hand. This  
ability costs {1} less to activate  
for each legendary creature you  
control.

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| <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          |
| <div>Unholy Annex</div> <div>2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div>3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex</div> <div>2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div>3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex</div> <div>2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div>3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unstoppable Slasher</div> <div>2B</div> <div>Creature -- Zombie Assassin</div> <div>Deathtouch<br/>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Urborg, Tomb of Yawgmoth</b><br>Legendary Land<br><hr/> Each land is a Swamp in addition to its other land types.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           |
| <b>Anger of the Gods</b> (1)(R)(R)<br>Sorcery<br><hr/> Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <b>Anger of the Gods</b> (1)(R)(R)<br>Sorcery<br><hr/> Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <b>Ashiok, Dream Render</b> (1)(U/B)(U/B)<br>Legendary Planeswalker -- Ashiok<br><hr/> Spells and abilities your opponents control can't cause their controller to search their library.<br>[-1]: Target player mills four cards. Then exile each opponent's graveyard.<br><div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                              | <b>Damping Sphere</b> (2)<br>Artifact<br><hr/> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <b>Extinction Event</b> <span>3B</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div> <b>Go Blank</b> <span>2B</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                              | <div> <b>Hidetsugu Consumes All</b> <span>1BR</span> </div> <hr/> <div>Enchantment -- Saga</div> <hr/> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Destroy each nonland permanent with mana value 1 or less.<br/> II -- Exile all graveyards.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <p>[sideboard]</p> <div> <div>----- BACK FACE -----</div> <div> <b>Vessel of the All-Consuming</b> </div> <hr/> <div>Enchantment Creature -- Ogre Shaman</div> <hr/> <p>Trample<br/> Whenever this creature deals damage, put a +1/+1 counter on it.<br/> Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</p> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Misery's Shadow</b> <span>1B</span> </div> <hr/> <div>Creature -- Shade</div> <hr/> <p>If a creature an opponent controls would die, exile it instead.<br/> {1}: This creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                       |
| <div> <b>Ob Nixilis, the Adversary</b> <span>1BR</span> </div> <hr/> <div>Legendary Planeswalker -- Nixilis</div> <hr/> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br/> [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br/> [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br/> [-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Sheoldred, the Apocalypse</b> <span>2BB</span> </div> <hr/> <div>Legendary Creature -- Phyrexian Praetor</div> <hr/> <p>Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life.</p> <p>[sideboard]</p> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Torch the Tower</b> <span>R</span> </div> <hr/> <div>Instant</div> <hr/> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                             | <div> <b>Torch the Tower</b> <span>R</span> </div> <hr/> <div>Instant</div> <hr/> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div> <b>Unlicensed Hearse</b> <div>2</div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> <div>[sideboard]</div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Unlicensed Hearse</b> <div>2</div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> <div>[sideboard]</div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Withering Torment</b> <div>2B</div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature or enchantment. You lose 2 life.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> |
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