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| <div><div>Archfiend of the Dross 2BB</div><div>Creature -- Phyrexian Demon</div><div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Beseech the Mirror 1BBB</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        |
| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><b>Blightstep Pathway</b></div><div>Land</div><div>{T}: Add {B}.</div><div></div><div>----- BACK FACE -----</div><div><b>Searstep Pathway</b></div><div>Land</div><div>{T}: Add {R}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      |
| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{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.</div><div></div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{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.</div><div></div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{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.</div><div></div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Bloodtithe Harvester</b> <span>(B)(R)</span> </div> <div>           Creature -- Vampire         </div> <div> <p>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.</p> </div> <div> <div>4/3</div> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bonecrusher Giant</b> <span>(2)(R)</span> </div> <div>           Creature -- Giant         </div> <div> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <div>Stomp</div> <span>(1)(R)</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                   | <div> <b>Bonecrusher Giant</b> <span>(2)(R)</span> </div> <div>           Creature -- Giant         </div> <div> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <div>Stomp</div> <span>(1)(R)</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Castle Locthwain</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Castle Locthwain</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                            | <div> <b>Caustic Bronco</b> <span>(1)(B)</span> </div> <div>           Creature -- Snake Horse Mount         </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Den of the Bugbear</b> </div> <div>           Land         </div> <div> <p>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                         | <div> <b>Duress</b> <span>(B)</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                |

**B**

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

2 R

(As this Saga enters and after your draw step, add a lore counter.)  
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."  
II -- You may discard up to two cards. If you do, draw that many cards.  
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Goblin Shaman

{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- - - BACK FACE - - -

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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| <div><div>Fatal Push</div><div>B</div></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>3/3</div> <div>Graveyard Trespasser</div> <div>2B</div> <div>Creature -- Human Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>3/3</div> <div>Graveyard Glutton</div> <div>Creature -- Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></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>3/3</div> <div>Graveyard Trespasser</div> <div>2B</div> <div>Creature -- Human Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>3/3</div> <div>Graveyard Glutton</div> <div>Creature -- Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></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>3/3</div> <div>Graveyard Trespasser</div> <div>2B</div> <div>Creature -- Human Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>3/3</div> <div>Graveyard Glutton</div> <div>Creature -- Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></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>3/3</div> <div>Graveyard Trespasser</div> <div>2B</div> <div>Creature -- Human Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>3/3</div> <div>Graveyard Glutton</div> <div>Creature -- Werewolf</div> <div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>Heartless Act</div><div>1B</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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

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| <div> <b>Heartless Act</b> <div> <div>1</div> <div>B</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                | <div> <b>Hive of the Eye Tyrant</b> </div> <div> Land </div> <div> If you control two or more other lands, this land enters tapped.<br/> {T}: Add {B}.<br/> {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Hive of the Eye Tyrant</b> </div> <div> Land </div> <div> If you control two or more other lands, this land enters tapped.<br/> {T}: Add {B}.<br/> {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kalitas, Traitor of Ghet</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Legendary Creature -- Vampire Warrior </div> <div> Lifelink<br/> If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.<br/> {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas. </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     |
| <div> <b>Kroxia, Titan of Death's Hunger</b> <div> <div>B</div> <div>R</div> </div> </div> <div> Legendary Creature -- Elder Giant </div> <div> When Kroxia enters, sacrifice it unless it escaped.<br/> Whenever Kroxia enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life.<br/> Escape--{B}{B}{R}{R}, Exile five other cards from your graveyard.<br/> (You may cast this card from your graveyard for its escape cost.) </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Misery's Shadow</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Shade </div> <div> If a creature an opponent controls would die, exile it instead.<br/> {1}: This creature gets +1/+1 until end of turn. </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                | <div> <b>Mountain</b> </div> <div> Basic Land -- Mountain </div> <div> ({T}: Add {R}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                           | <div> <b>Preacher of the Schism</b> <div> <div>2</div> <div>B</div> </div> </div> <div> Creature -- Vampire Cleric </div> <div> Deathtouch<br/> Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/> Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Reckoner Bankbuster</div><div>2</div></div><div>Artifact -- Vehicle</div><div><p>This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."</p><p>Crew 3</p></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                          | <div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Takenuma, Abandoned Mire</div></div><div>Legendary Land</div><div><p>{T}: Add {B}.</p><p>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.</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                    | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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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>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> | <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> |
| <div>Bonecrusher Giant</div> <div>2R</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>[sideboard]</div> <div>4/3</div> <div>-----ADVENTURE-----</div> <div>Stomp</div> <div>1R</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Extinction Event</div> <div>3B</div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Extinction Event</div> <div>3B</div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     | <div>Go Blank</div> <div>2B</div> <div>Sorcery</div> <div>Target player discards two cards. Then exile that player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                      |

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| <div> Go for the Throat 1B </div> <div> Instant </div> <div> Destroy target nonartifact creature.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>           | <div> Kolaghan's Command 1BR </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.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>   | <div> Kolaghan's Command 1BR </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.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>   | <div> Necromentia 1BB </div> <div> Sorcery </div> <div> Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                         |
| <div> Ritual of Soot 2BB </div> <div> Sorcery </div> <div> Destroy all creatures with mana value 3 or less.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Sheoldred's Edict 1B </div> <div> Instant </div> <div> Choose one --<br/> * Each opponent sacrifices a nontoken creature of their choice.<br/> * Each opponent sacrifices a creature token of their choice.<br/> * Each opponent sacrifices a planeswalker of their choice.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Sheoldred's Edict 1B </div> <div> Instant </div> <div> Choose one --<br/> * Each opponent sacrifices a nontoken creature of their choice.<br/> * Each opponent sacrifices a creature token of their choice.<br/> * Each opponent sacrifices a planeswalker of their choice.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> The End 2BB </div> <div> Instant </div> <div> This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>The Stone Brain2</div> <div> <div>Legendary Artifact</div> <div> {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse2</div> <div> <div>Artifact -- Vehicle</div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse2</div> <div> <div>Artifact -- Vehicle</div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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