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| <div>Architects of Will 2UB</div> <div>Artifact Creature -- Human Wizard</div> <div>When this creature enters, look at the top three cards of target player's library, then put them back in any order.<br/>Cycling {U/B} ({U/B}, Discard this card: Draw a card.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Architects of Will 2UB</div> <div>Artifact Creature -- Human Wizard</div> <div>When this creature enters, look at the top three cards of target player's library, then put them back in any order.<br/>Cycling {U/B} ({U/B}, Discard this card: Draw a card.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Architects of Will 2UB</div> <div>Artifact Creature -- Human Wizard</div> <div>When this creature enters, look at the top three cards of target player's library, then put them back in any order.<br/>Cycling {U/B} ({U/B}, Discard this card: Draw a card.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ash Barrens</div> <div>Land</div> <div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ash Barrens</div> <div>Land</div> <div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Ash Barrens</div> <div>Land</div> <div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Ash Barrens</div> <div>Land</div> <div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Barren Moor</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {B}.<br/>Cycling {B} ({B}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            |

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| <div><div>Barren Moor</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}.<br/>Cycling {B} ({B}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Barren Moor</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}.<br/>Cycling {B} ({B}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Barren Moor</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}.<br/>Cycling {B} ({B}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Blood CelebrantB</div><div>Creature -- Human Cleric</div><div>{B}, Pay 1 life: Add one mana of any<br/>color.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        |
| <div><div>Cabal Ritual1B</div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B}<br/>instead if there are seven or more<br/>cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Ritual1B</div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B}<br/>instead if there are seven or more<br/>cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Ritual1B</div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B}<br/>instead if there are seven or more<br/>cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Ritual1B</div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B}<br/>instead if there are seven or more<br/>cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Dark Ritual</div><div><div>B</div></div></div> <div>Instant</div> <div>Add {B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                            | <div><div>Dark Ritual</div><div><div>B</div></div></div> <div>Instant</div> <div>Add {B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                            | <div><div>Dark Ritual</div><div><div>B</div></div></div> <div>Instant</div> <div>Add {B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div><div>Dark Ritual</div><div><div>B</div></div></div> <div>Instant</div> <div>Add {B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            |
| <div><div>Dihada's Ploy</div><div><div>1UB</div></div></div> <div>Instant</div> <div>Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dihada's Ploy</div><div><div>1UB</div></div></div> <div>Instant</div> <div>Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drannith Healer</div><div><div>1W</div></div></div> <div>Creature -- Human Cleric</div> <div>Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drannith Healer</div><div><div>1W</div></div></div> <div>Creature -- Human Cleric</div> <div>Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Drannith Healer</b> (1)(W)<br>Creature -- Human Cleric<br>Whenever you cycle another card, you gain 1 life.<br>Cycling {1} ({1}, Discard this card: Draw a card.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                | <b>Drannith Healer</b> (1)(W)<br>Creature -- Human Cleric<br>Whenever you cycle another card, you gain 1 life.<br>Cycling {1} ({1}, Discard this card: Draw a card.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                | <b>Drannith Stinger</b> (1)(R)<br>Creature -- Human Wizard<br>Whenever you cycle another card, this creature deals 1 damage to each opponent.<br>Cycling {1} ({1}, Discard this card: Draw a card.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev             | <b>Drannith Stinger</b> (1)(R)<br>Creature -- Human Wizard<br>Whenever you cycle another card, this creature deals 1 damage to each opponent.<br>Cycling {1} ({1}, Discard this card: Draw a card.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev             |
| <b>Drannith Stinger</b> (1)(R)<br>Creature -- Human Wizard<br>Whenever you cycle another card, this creature deals 1 damage to each opponent.<br>Cycling {1} ({1}, Discard this card: Draw a card.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Drannith Stinger</b> (1)(R)<br>Creature -- Human Wizard<br>Whenever you cycle another card, this creature deals 1 damage to each opponent.<br>Cycling {1} ({1}, Discard this card: Draw a card.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Horror of the Broken Lands</b> (4)(B)<br>Creature -- Horror<br>Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.<br>Cycling {B} ({B}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Horror of the Broken Lands</b> (4)(B)<br>Creature -- Horror<br>Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.<br>Cycling {B} ({B}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Horror of the Broken Lands</div><div>4B</div></div> <div><div>Creature -- Horror</div><div>Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.<br/>Cycling {B} ({B}, Discard this card: Draw a card.)</div></div> <div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Horror of the Broken Lands</div><div>4B</div></div> <div><div>Creature -- Horror</div><div>Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.<br/>Cycling {B} ({B}, Discard this card: Draw a card.)</div></div> <div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Imposing Vantasaur</div><div>5W</div></div> <div><div>Creature -- Dinosaur</div><div>Vigilance<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Imposing Vantasaur</div><div>5W</div></div> <div><div>Creature -- Dinosaur</div><div>Vigilance<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Imposing Vantasaur</div><div>5W</div></div> <div><div>Creature -- Dinosaur</div><div>Vigilance<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div>Imposing Vantasaur</div><div>5W</div></div> <div><div>Creature -- Dinosaur</div><div>Vigilance<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Lotus Petal</div><div>0</div></div> <div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |

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| <div> <div>Lotus Petal</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                              | <div> <div>Lotus Petal</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                              | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                              | <div> <div>Reaping the Graves</div> <div>Instant</div> <div>Return target creature card from your graveyard to your hand.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                |
| <div> <div>Reaping the Graves</div> <div>Instant</div> <div>Return target creature card from your graveyard to your hand.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Reaping the Graves</div> <div>Instant</div> <div>Return target creature card from your graveyard to your hand.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Reaping the Graves</div> <div>Instant</div> <div>Return target creature card from your graveyard to your hand.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Repository Skaab</div> <div>Creature -- Zombie</div> <div>Exploit (When this creature enters, you may sacrifice a creature.)<br/>When this creature exploits a creature, return target instant or sorcery card from your graveyard to your hand.</div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Seething Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Songs of the Damned</div><div>Instant</div><div><p>Add {B} for each creature card in your graveyard.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      | <div><div><div>Songs of the Damned</div><div>Instant</div><div><p>Add {B} for each creature card in your graveyard.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      | <div><div><div>Songs of the Damned</div><div>Instant</div><div><p>Add {B} for each creature card in your graveyard.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      |
| <div><div><div>Songs of the Damned</div><div>Instant</div><div><p>Add {B} for each creature card in your graveyard.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><div>Street Wraith</div><div>Creature -- Wraith</div><div><p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</p><p>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Street Wraith</div><div>Creature -- Wraith</div><div><p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</p><p>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Street Wraith</div><div>Creature -- Wraith</div><div><p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</p><p>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Wraith</div><div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div></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> <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> <div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           |
| <div><div>Darkness</div><div><div>B</div></div></div> <div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        | <div><div>Darkness</div><div><div>B</div></div></div> <div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Darkness</div><div><div>B</div></div></div> <div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                          | <div> <div>Gnaw to the Bone</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>You gain 2 life for each creature card in your graveyard. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                            | <div> <div>Gnaw to the Bone</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>You gain 2 life for each creature card in your graveyard. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                            |
| <div> <div>Pyroblast</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's blue.</li> <li>* Destroy target permanent if it's blue.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pyroblast</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's blue.</li> <li>* Destroy target permanent if it's blue.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Target creature gets +3/+2 and gains trample until end of turn.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Target creature gets +3/+2 and gains trample until end of turn.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div> <b>Snuff Out</b> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Snuff Out</b> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vision Charm</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target player mills four cards.</li> <li>* Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn.</li> <li>* Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)</li> </ul> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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