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| <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Blood Fountain</div> <div> <div>B</div> </div> </div> <div> <div>Artifact</div> <div> <div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div> <div>{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                    | <div> <div>Chromatic Star</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                               | <div> <div>Chromatic Star</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                               | <div> <div>Chromatic Star</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                               |

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| <div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   |
| <div><div>Darkmoss Bridge</div></div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div><div>Darkmoss Bridge</div></div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div><div>Darkmoss Bridge</div></div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Drossforge Bridge</div></div> <div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                |
| <div><div>Drossforge Bridge</div></div> <div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                    | <div><div>Duress</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand.<br/>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>Duress</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand.<br/>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>Eviscerator's Insight</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div> <b>Evolution Witness</b> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Evolution Witness</b> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Forest</b> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                         | <div> <div> <b>Forest</b> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                         |
| <div> <div> <b>Forest</b> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                 | <div> <div> <b>Forest</b> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                 | <div> <div> <b>Haunted Cloak</b> <div>3</div> </div> <div> <div>Artifact -- Equipment</div> <div> <div>Equipped creature has vigilance, trample, and haste.</div> <div>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Implement of Ferocity</b> <div>1</div> </div> <div> <div>Artifact</div> <div> <div>{G}, Sacrifice this artifact: Put a +1/+1 counter on target creature.</div> <div>Activate only as a sorcery.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

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| <div>Khalni Garden</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, create a 0/1 green Plant creature token.</p> <p>{T}: Add {G}.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Krark-Clan Shaman</div> <div>Creature -- Goblin Shaman</div> <div> <p>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               | <div>Krark-Clan Shaman</div> <div>Creature -- Goblin Shaman</div> <div> <p>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               | <div>Makeshift Munitions</div> <div>Enchantment</div> <div> <p>{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                        |
| <div>Makeshift Munitions</div> <div>Enchantment</div> <div> <p>{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                 | <div>Malevolent Rumble</div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Malevolent Rumble</div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Malevolent Rumble</div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Malevolent Rumble</div><div>1G</div></div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div><div>Sadistic Glee</div><div>B</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Sadistic Glee</div><div>B</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Sadistic Glee</div><div>B</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sadistic Glee</div><div>B</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Slagwoods Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |

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| <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Swamp</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>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div><div>2/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div><div>2/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div><div>2/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div><div>2/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div>Instant</div> <div>Breath Weapon deals 2 damage to each non-Dragon creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                     | <div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div>Instant</div> <div>Breath Weapon deals 2 damage to each non-Dragon creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                     | <div><div>Cast Down</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target nonlegendary creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                             | <div><div>Cast Down</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target nonlegendary creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                             |

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| <b>Duress</b> <span>(B)</span><br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard] | <b>Nihil Spellbomb</b> <span>(1)</span><br>Artifact<br>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.<br><br>[sideboard] | <b>Red Elemental Blast</b> <span>(R)</span><br>Instant<br>Choose one --<br>* Counter target blue spell.<br>* Destroy target blue permanent.<br><br>[sideboard]                                                                                                                                | <b>Red Elemental Blast</b> <span>(R)</span><br>Instant<br>Choose one --<br>* Counter target blue spell.<br>* Destroy target blue permanent.<br><br>[sideboard]                                                                                                                                |
| <b>Seal of Doom</b> <span>(2)(B)</span><br>Enchantment<br>Sacrifice this enchantment: Destroy target nonblack creature. It can't be regenerated.<br><br>[sideboard]                 | <b>Sylvok Lifestaff</b> <span>(1)</span><br>Artifact -- Equipment<br>Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life.<br>Equip {1}<br><br>[sideboard]                                                               | <b>Troublemaker Ouphe</b> <span>(1)(G)</span><br>Creature -- Ouphe<br>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br>When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.<br><br>[sideboard] | <b>Troublemaker Ouphe</b> <span>(1)(G)</span><br>Creature -- Ouphe<br>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br>When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.<br><br>[sideboard] |
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① ② G

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.

2/2

① ⑥

You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

① ⑥

You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

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