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| <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Cling to Dust</b> (B)</p> <p>Instant</p> <p>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.</p> <p>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                      | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 |

Playtest cards - Sovac - Modern (Modern League)

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.

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

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| <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |
| <div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Flying  
This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.  
Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Murktide Regent</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Flying</p> <p>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</p> <p>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Otawara, Soaring City</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand.</p> <p>This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Overlord of the Balemurk</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                          |
| <div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                    | <div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                       | <div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Psychic Frog</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card.</p> <p>Discard a card: Put a +1/+1 counter on this creature.</p> <p>Exile three cards from your graveyard: This creature gains flying until end of turn.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         |
| <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |
| <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Thought Scour</div><div>Instant</div><div>Target player mills two cards. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thought Scour</div><div>Instant</div><div>Target player mills two cards. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Thought Scour</div> <div>Instant</div> <div>Target player mills two cards.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <div>Thought Scour</div> <div>Instant</div> <div>Target player mills two cards.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   | <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   |
| <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**Playtest cards - Sovac - Modern (Modern League)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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;  
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| <div> <b>Force of Negation</b> <span>1UU</span> </div> <div> Instant </div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Glistening Deluge</b> <span>1BB</span> </div> <div> Sorcery </div> <div> <p>All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <b>Harbinger of the Seas</b> <span>1UUU</span> </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Nonbasic lands are Islands.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Harbinger of the Seas</b> <span>1UUU</span> </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Nonbasic lands are Islands.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Harbinger of the Seas</b> <span>1UUU</span> </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Nonbasic lands are Islands.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                           | <div> <b>Nihil Spellbomb</b> <span>1</span> </div> <div> Artifact </div> <div> <p>{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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Overlord of the Balemurk</b> <span>3BB</span> </div> <div> Enchantment Creature -- Avatar Horror </div> <div> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Stern Scolding</b> <span>U</span> </div> <div> Instant </div> <div> <p>Counter target creature spell with power or toughness 2 or less.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     |

Playtest cards - Sovac - Modern (Modern League)

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| <div><div><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Toxic Deluge</div><div>2B</div></div><div>Sorcery</div><div><div>As an additional cost to cast this spell, pay X life.<br/>All creatures get -X/-X until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Toxic Deluge</div><div>2B</div></div><div>Sorcery</div><div><div>As an additional cost to cast this spell, pay X life.<br/>All creatures get -X/-X until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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