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| <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             |
| <div><div><div>Bloodstained Mire</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                  | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                  | <div><div><div>Boggart Trawler</div><div>②B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>----- BACK FACE -----</div><div><div><div>Boggart Bog</div></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                      | <div><div><div>Boggart Trawler</div><div>②B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>----- BACK FACE -----</div><div><div><div>Boggart Bog</div></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div>           Creature -- Goblin         </div> <div>           When this creature enters, exile target player's graveyard.         </div> <div> <div>3/1</div> <div>           - - - BACK FACE - - -         </div> </div> <div> <b>Boggart Bog</b> </div> <div>           Land         </div> <div>           As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div>           Creature -- Goblin         </div> <div>           When this creature enters, exile target player's graveyard.         </div> <div> <div>3/1</div> <div>           - - - BACK FACE - - -         </div> </div> <div> <b>Boggart Bog</b> </div> <div>           Land         </div> <div>           As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chatterfang, Squirrel General</b> <span>2G</span> </div> <div>           Legendary Creature -- Squirrel Warrior         </div> <div>           Forestwalk (This creature can't be blocked as long as defending player controls a Forest.)<br/>           If one or more tokens would be created under your control, those tokens plus that many 1/1 green Squirrel creature tokens are created instead.<br/>           {B}, Sacrifice X Squirrels: Target creature gets +X/-X until end of turn.         </div> <div> <div>3/3</div> <div>           - - - BACK FACE - - -         </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chthonian Nightmare</b> <span>1B</span> </div> <div>           Enchantment         </div> <div>           When this enchantment enters, you get {E}{E}{E} (three energy counters).<br/>           Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.<br/>           Activate only as a sorcery.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Chthonian Nightmare</b> <span>1B</span> </div> <div>           Enchantment         </div> <div>           When this enchantment enters, you get {E}{E}{E} (three energy counters).<br/>           Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.<br/>           Activate only as a sorcery.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                    | <div> <b>Fatal Push</b> <span>B</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                         | <div> <b>Fatal Push</b> <span>B</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                       | <div> <b>Flare of Malice</b> <span>2BB</span> </div> <div>           Instant         </div> <div>           You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>           Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                           |

2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

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(B)

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your graveyard as long as you control a Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
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Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

2/1

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**Grist, the Hunger Tide** (1)(B)(G)

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

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| <b>Marionette Apprentice</b> ①②<br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Marionette Apprentice</b> ①②<br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Marionette Apprentice</b> ①②<br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Marionette Apprentice</b> ①②<br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Orcish Bowmasters</b> ①②<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                 | <b>Orcish Bowmasters</b> ①②<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                 | <b>Orcish Bowmasters</b> ①②<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                 | <b>Orcish Bowmasters</b> ①②<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                 |

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| <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           |
| <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div>This land enters tapped unless you control a Swamp.<br/>{T}: Add {B}.<br/>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Spymaster's Vault</div><div>Land</div><div><p>This land enters tapped unless you control a Swamp.</p><p>{T}: Add {B}.</p><p>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div><p>This land enters tapped unless you control a Swamp.</p><p>{T}: Add {B}.</p><p>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Stitcher's Supplier</div><div>Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Stitcher's Supplier</div><div>Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Stitcher's Supplier</div><div>Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div>Stitcher's Supplier</div><div>Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>( {T}: Add {B}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>( {T}: Add {B}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                     | <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1.</div> <div>(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>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1.</div> <div>(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.</div> <div>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.</div> <div>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.</div> <div>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.</div> <div>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Warren Soultrader</div> <div>Creature -- Zombie Goblin Wizard</div> <div>Pay 1 life, Sacrifice another creature: Create a Treasure token.</div> <div>(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Warren Soultrader</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Goblin Wizard</div> <div> Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             | <div> <div>Warren Soultrader</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Goblin Wizard</div> <div> Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             | <div> <div>Warren Soultrader</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Goblin Wizard</div> <div> Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                           | <div> <div>Zulaport Cutthroat</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Rogue Ally</div> <div> Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                  |
| <div> <div>Break the Ice</div> <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Destroy target land that is snow or could produce {C}.<br/> Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Break the Ice</div> <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Destroy target land that is snow or could produce {C}.<br/> Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dauthi Voidwalker</div> <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Dauthi Rogue</div> <div> Shadow (This creature can block or be blocked by only creatures with shadow.)<br/> If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/> {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dauthi Voidwalker</div> <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Dauthi Rogue</div> <div> Shadow (This creature can block or be blocked by only creatures with shadow.)<br/> If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/> {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <b>Dauthi Voidwalker</b> <span>(B)(B)</span> </div> <div>           Creature -- Dauthi Rogue         </div> <div>           Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>           If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>           {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fatal Push</b> <span>(B)</span> </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>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fatal Push</b> <span>(B)</span> </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>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fulminator Mage</b> <span>(1)(B/R)(B/R)</span> </div> <div>           Creature -- Elemental Shaman         </div> <div>           Sacrifice this creature: Destroy target nonbasic land.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                 |
| <div> <b>Fulminator Mage</b> <span>(1)(B/R)(B/R)</span> </div> <div>           Creature -- Elemental Shaman         </div> <div>           Sacrifice this creature: Destroy target nonbasic land.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                    | <div> <b>Fulminator Mage</b> <span>(1)(B/R)(B/R)</span> </div> <div>           Creature -- Elemental Shaman         </div> <div>           Sacrifice this creature: Destroy target nonbasic land.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                   | <div> <b>Haywire Mite</b> <span>(1)</span> </div> <div>           Artifact Creature -- Insect         </div> <div>           When this creature dies, you gain 2 life.<br/>           {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                   | <div> <b>Haywire Mite</b> <span>(1)</span> </div> <div>           Artifact Creature -- Insect         </div> <div>           When this creature dies, you gain 2 life.<br/>           {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div> Reclamation Sage <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman</div> <div> When this creature enters, you may destroy target artifact or enchantment. <div>[sideboard]</div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Surgical Extraction <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) 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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Surgical Extraction <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) 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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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