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| <b>Bandit's Talent</b> <b>(1)(B)</b><br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>When this Class enters, each opponent discards two cards unless they discard a nonland card.<br>{B}: Level 2<br>At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.<br>{3}{B}: Level 3<br>At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodchief's Thirst</b> <b>(B)</b><br>Sorcery<br>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                   | <b>Castle Locthwain</b><br>Land<br>This land enters tapped unless you control a Swamp.<br>{T}: Add {B}.<br>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                           | <b>Dauthi Voidwalker</b> <b>(B)(B)</b><br>Creature -- Dauthi Rogue<br>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.<br><br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Dauthi Voidwalker</b> <b>(B)(B)</b><br>Creature -- Dauthi Rogue<br>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.<br><br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                | <b>Dauthi Voidwalker</b> <b>(B)(B)</b><br>Creature -- Dauthi Rogue<br>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.<br><br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dauthi Voidwalker</b> <b>(B)(B)</b><br>Creature -- Dauthi Rogue<br>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.<br><br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fatal Push</b> <b>(B)</b><br>Instant<br>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.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                  |

Playtest cards - soggy meatball - 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><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div><div>Feed the Cycle</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.)<br/>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Graveyard Trespasser</div><div>2B</div></div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>3/3</div><div>--- BACK FACE ---</div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Graveyard Trespasser</div><div>2B</div></div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>3/3</div><div>--- BACK FACE ---</div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Graveyard Trespasser</div><div>2B</div></div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>3/3</div><div>--- BACK FACE ---</div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

**B**

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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① ② ③

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

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## Land

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

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## Land

{T}: Add {C}.  
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.  
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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## Land

{T}: Add {C}.  
{1}: This land becomes a 2/2  
Assembly-Worker artifact creature  
until end of turn. It's still a  
land.  
{T}: Target Assembly-Worker creature  
gets +1/+1 until end of turn.

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## Land

{T}: Add {C}.  
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.  
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Artifact

{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.

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| <div> <div>Nihil Spellbomb</div> <div>1</div> </div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard.<br/> When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Orcish Bowmasters</div> <div>1B</div> </div> <div>Creature -- Orc Archer</div> <div> 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. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Orcish Bowmasters</div> <div>1B</div> </div> <div>Creature -- Orc Archer</div> <div> 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. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Orcish Bowmasters</div> <div>1B</div> </div> <div>Creature -- Orc Archer</div> <div> 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. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Pithing Needle</div> <div>1</div> </div> <div>Artifact</div> <div> As this artifact enters, choose a card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                       | <div> <div>Raven's Crime</div> <div>B</div> </div> <div>Sorcery</div> <div> Target player discards a card.<br/> Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <div>Raven's Crime</div> <div>B</div> </div> <div>Sorcery</div> <div> Target player discards a card.<br/> Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <div>Raven's Crime</div> <div>B</div> </div> <div>Sorcery</div> <div> Target player discards a card.<br/> Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                |

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| <div><div>Shadowspear</div><div>1</div><div>Legendary Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and lifelink.<br/>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.<br/>Equip {2}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred's Edict</div><div>1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred's Edict</div><div>1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred, the Apocalypse</div><div>2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</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>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>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>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Rack1</div> <div>Artifact</div> <div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Rack1</div> <div>Artifact</div> <div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>ThoughtseizeB</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                  |
| <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |
| <div><div>Break the Ice</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Break the Ice</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Break the Ice</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Dreams of Steel and Oil</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Dreams of Steel and Oil</div><div>②B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Grafdigger's Cage</div><div>①</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Leyline of the Void</div><div>②BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>②BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline of the Void</div><div>②BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>②BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pithing Needle</div><div>①</div></div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div><div>Toxic Deluge</div><div>②B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          |

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| <div> <div> <b>Toxic Deluge</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</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> <b>Toxic Deluge</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</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> <b>Vexing Bauble</b> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/> {1}, {T}, Sacrifice this artifact:<br/> Draw a card. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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