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| <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            |

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| <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Get Lost<div>1W</div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Go for the Throat<div>1B</div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Helpful Hunter<div>1W</div></div><div>Creature -- Cat</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Helpful Hunter<div>1W</div></div><div>Creature -- Cat</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |

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| <div> <div>Helpful Hunter</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div> When this creature enters, draw a card. </div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                     | <div> <div>Hopeless Nightmare</div> <div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, each opponent discards a card and loses 2 life.<br/> When this enchantment is put into a graveyard from the battlefield, scry 2.<br/> {2}{B}: Sacrifice this enchantment. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Hopeless Nightmare</div> <div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, each opponent discards a card and loses 2 life.<br/> When this enchantment is put into a graveyard from the battlefield, scry 2.<br/> {2}{B}: Sacrifice this enchantment. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Hopeless Nightmare</div> <div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, each opponent discards a card and loses 2 life.<br/> When this enchantment is put into a graveyard from the battlefield, scry 2.<br/> {2}{B}: Sacrifice this enchantment. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                          |
| <div> <div>Hopeless Nightmare</div> <div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, each opponent discards a card and loses 2 life.<br/> When this enchantment is put into a graveyard from the battlefield, scry 2.<br/> {2}{B}: Sacrifice this enchantment. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Loran of the Third Path</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Artificer</div> <div> Vigilance<br/> When Loran enters, destroy up to one target artifact or enchantment.<br/> {T}: You and target opponent each draw a card. </div> </div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Loran of the Third Path</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Artificer</div> <div> Vigilance<br/> When Loran enters, destroy up to one target artifact or enchantment.<br/> {T}: You and target opponent each draw a card. </div> </div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Momentum Breaker</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/> When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.<br/> {2}, Sacrifice this enchantment: You gain life equal to your speed. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Momentum Breaker</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</p> <p>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Momentum Breaker</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</p> <p>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Nurturing Pixie</div> <div> <div>W</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                             | <div> <div>Nurturing Pixie</div> <div> <div>W</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                             | <div> <div>Nurturing Pixie</div> <div> <div>W</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                               | <div> <div>Nurturing Pixie</div> <div> <div>W</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                               |

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| <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.)<br/>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.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.)<br/>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.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.)<br/>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.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.)<br/>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.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                          |

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| <div> <div>Restless Fortress</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> <p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                | <div> <div>Restless Fortress</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> <p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                | <div> <div>Scrollshift</div> <div>Instant</div> <div> <p>Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                        | <div> <div>Scrollshift</div> <div>Instant</div> <div> <p>Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                        |
| <div> <div>Serra Paragon</div> <div>Creature -- Angel</div> <div> <p>Flying</p> <p>Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Serra Paragon</div> <div>Creature -- Angel</div> <div> <p>Flying</p> <p>Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

## Soulstone Sanctuary

Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunpearl Kirin

① W

Creature -- Kirin

Flash  
Flying  
When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunpearl Kirin

① ② W

Creature -- Kirin

Flash  
Flying  
When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunpearl Kirin

① ② W

Creature -- Kirin

Flash  
Flying  
When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunpearl Kirin

① ② W

Creature -- Kirin

Flash  
Flying  
When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Duress</div><div><div>B</div></div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Duress</div><div><div>B</div></div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Duress</div><div><div>B</div></div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Duress</div><div><div>B</div></div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |

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| <div> <b>Ghost Vacuum</b> <span>①</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                           | <div> <b>Ghost Vacuum</b> <span>①</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                           | <div> <b>Kambal, Profiteering Mayor</b> <span>①</span><span>W</span><span>B</span> </div> <div>Legendary Creature -- Human Advisor</div> <div> <p>Whenever one or more tokens your opponents control enter, for each of them, create a tapped token that's a copy of it. This ability triggers only once each turn.</p> <p>Whenever one or more tokens you control enter, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kambal, Profiteering Mayor</b> <span>①</span><span>W</span><span>B</span> </div> <div>Legendary Creature -- Human Advisor</div> <div> <p>Whenever one or more tokens your opponents control enter, for each of them, create a tapped token that's a copy of it. This ability triggers only once each turn.</p> <p>Whenever one or more tokens you control enter, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Kutzil's Flanker</b> <span>②</span><span>W</span> </div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kutzil's Flanker</b> <span>②</span><span>W</span> </div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Preacher of the Schism</b> <span>②</span><span>B</span> </div> <div>Creature -- Vampire Cleric</div> <div> <p>Deathtouch</p> <p>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</p> <p>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>  | <div> <b>Preacher of the Schism</b> <span>②</span><span>B</span> </div> <div>Creature -- Vampire Cleric</div> <div> <p>Deathtouch</p> <p>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</p> <p>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>  |

