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| <div><div><b>Bloodstained Mire</b></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><b>Fatal Push</b><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><b>Fatal Push</b><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><b>Fatal Push</b><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><b>Fatal Push</b><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><b>Flare of Denial</b><div>1UU</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><b>Flare of Denial</b><div>1UU</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><b>Flare of Denial</b><div>1UU</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  |

① U U

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Instant

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 U U

Instant

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

Instant

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 U U

Instant

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.

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## Gloomlake Verge

Land

{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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| <p><b>Gloomlake Verge</b></p> <p>Land</p> <p>{T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                 | <p><b>Ingenious Infiltrator 2UB</b></p> <p>Creature -- Vedalken Ninja</p> <p>Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/> Whenever a Ninja you control deals combat damage to a player, draw a card.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ingenious Infiltrator 2UB</b></p> <p>Creature -- Vedalken Ninja</p> <p>Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/> Whenever a Ninja you control deals combat damage to a player, draw a card.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ingenious Infiltrator 2UB</b></p> <p>Creature -- Vedalken Ninja</p> <p>Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/> Whenever a Ninja you control deals combat damage to a player, draw a card.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                             |
| <p><b>Ingenious Infiltrator 2UB</b></p> <p>Creature -- Vedalken Ninja</p> <p>Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/> Whenever a Ninja you control deals combat damage to a player, draw a card.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Island</b></p> <p>Basic Land -- Island</p> <p>{T}: Add {U}.)</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                               | <p><b>Island</b></p> <p>Basic Land -- Island</p> <p>{T}: Add {U}.)</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                               | <p><b>Kaito, Bane of Nightmares 2UB</b></p> <p>Legendary Planeswalker -- Kaito</p> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/> During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br/> [+1]: You get an emblem with "Ninjas you control get +1/+1."<br/> [0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/> [-2]: Tap target creature. Put two stun counters on it.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Kaito, Bane of Nightmares</b> ②①③<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br>[-2]: Tap target creature. Put two stun counters on it.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kaito, Bane of Nightmares</b> ②①③<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br>[-2]: Tap target creature. Put two stun counters on it.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Moon-Circuit Hacker</b> ①①<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Moon-Circuit Hacker</b> ①①<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Moon-Circuit Hacker</b> ①①<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      | <b>Moon-Circuit Hacker</b> ①①<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      | <b>Ninja of the Deep Hours</b> ③①<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Ninja of the Deep Hours</b> ③①<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     |

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| <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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ornithopter</div><div>⑥</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div><div>Ornithopter</div><div>⑥</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div><div>Ornithopter</div><div>⑥</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div><div>Ornithopter</div><div>⑥</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                |

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| <b>Otakara, Soaring City</b><br><hr/> <b>Legendary Land</b><br><hr/> <p>{T}: Add {U}.<br/> Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p> | <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> <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>                                                                                              | <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> <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>                                                                                              | <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> <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>                                                                                              |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                     |
| <b>Polluted Delta</b><br><hr/> <b>Land</b><br><hr/> <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>                                                                                                              | <b>Satoru, the Infiltrator</b> (U)(B)<br><hr/> <b>Legendary Creature -- Human Ninja Rogue</b><br><hr/> <p><b>Menace</b><br/> Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card.</p> | <b>Satoru, the Infiltrator</b> (U)(B)<br><hr/> <b>Legendary Creature -- Human Ninja Rogue</b><br><hr/> <p><b>Menace</b><br/> Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card.</p> | <b>Satoru, the Infiltrator</b> (U)(B)<br><hr/> <b>Legendary Creature -- Human Ninja Rogue</b><br><hr/> <p><b>Menace</b><br/> Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card.</p> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                     | <div>2/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | <div>2/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | <div>2/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   |



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| <div><div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            |
| <div><div><div>Consign to Memory</div><div>Instant</div><div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div><div>Counter target triggered ability or colorless spell.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div><div>Counter target triggered ability or colorless spell.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div><div>Counter target triggered ability or colorless spell.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div><div>Counter target triggered ability or colorless spell.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glistening Deluge</div><div>1BB</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Glistening Deluge</div><div>1BB</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stern Scolding</div><div>U</div></div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |

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| <div> <div> <b>Stern Scolding</b> <span>U</span> </div> <div> Instant </div> <div> Counter target creature spell with power or toughness 2 or less. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Surgical Extraction</b> <span>BP</span> </div> <div> Instant </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Surgical Extraction</b> <span>BP</span> </div> <div> Instant </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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