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| <div> <b>Abhorrent Oculus</b> <div> 2 U </div> </div> <div> Creature -- Eye </div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Abhorrent Oculus</b> <div> 2 U </div> </div> <div> Creature -- Eye </div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>            | <div> <b>Abhorrent Oculus</b> <div> 2 U </div> </div> <div> Creature -- Eye </div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>            | <div> <b>Abhorrent Oculus</b> <div> 2 U </div> </div> <div> Creature -- Eye </div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Boggart Trawler</b> <div> 2 B </div> </div> <div> Creature -- Goblin </div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> </div> <div> <div> <div> BACK FACE </div> </div> </div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {B}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                           | <div> <b>Emperor of Bones</b> <div> 1 B </div> </div> <div> Creature -- Skeleton Noble </div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Emperor of Bones</b> <div> 1 B </div> </div> <div> Creature -- Skeleton Noble </div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Fallaji Archaeologist</b> <div> 1 U </div> </div> <div> Creature -- Human Scout </div> <div> <p>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</p> </div> <div> <div>0/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                           |

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| <div><div><div>Fallaji Archaeologist</div><div>①②</div></div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fallaji Archaeologist</div><div>①②</div></div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fallaji Archaeologist</div><div>①②</div></div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fatal Push</div><div>Ⓑ</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>Fatal Push</div><div>Ⓑ</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>Fatal Push</div><div>Ⓑ</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>Fatal Push</div><div>Ⓑ</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>Flare of Denial</div><div>①②③</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>                                                                                  |

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| <div><div><div>Flare of Denial</div><div>①④④</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                | <div><div><div>Flare of Denial</div><div>①④④</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                | <div><div><div>Flooded Strand</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                  | <div><div><div>Flooded Strand</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div></div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               | <div>Kiora, the Rising Tide 2U</div> <div>Legendary Creature -- Merfolk Noble</div> <div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kiora, the Rising Tide 2U</div> <div>Legendary Creature -- Merfolk Noble</div> <div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>   |

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

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| <div><div>Sink into Stupor</div><div><div>1UU</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div><div>-----<br/>- - - BACK FACE - - -</div></div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Snare</div><div><div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Spell Snare</div><div><div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Spell Snare</div><div><div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                               | <div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div><div>-----<br/>- - - OTHER FACE - - -</div></div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div><div>-----<br/>- - - OTHER FACE - - -</div></div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thought Scour</div><div><div>U</div></div><div>Instant</div><div>Target player mills two cards. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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

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| <div><div>Unearth</div><div>B</div></div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Watery Grave</div></div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)<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>Watery Grave</div></div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)<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>Watery Grave</div></div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)<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>Consign to Memory</div><div>U</div></div> <div>Instant</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.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Consign to Memory</div><div>U</div></div> <div>Instant</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.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Consign to Memory</div><div>U</div></div> <div>Instant</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.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>[sideboard]</div> <div>3/3</div> <div>----- BACK FACE -----</div> <div><div>Graveyard Glutton</div></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. 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> |

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| <b>Harbinger of the Seas</b> ①④④<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Harbinger of the Seas</b> ①④④<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Harbinger of the Seas</b> ①④④<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                     | <b>Nihil Spellbomb</b> ①<br>Artifact<br>{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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Stern Scolding</b> ④<br>Instant<br>Counter target creature spell with power or toughness 2 or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Stern Scolding</b> ④<br>Instant<br>Counter target creature spell with power or toughness 2 or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Surgical Extraction</b> ⑧P<br>Instant<br>({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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thoughtseize</b> ⑧B<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                          |

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| <div><div>Thoughtseize</div><div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You<br/>lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Toxic Deluge</div><div><div>2</div><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this<br/>spell, pay X life.<br/>All creatures get -X/-X until end of<br/>turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Toxic Deluge</div><div><div>2</div><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this<br/>spell, pay X life.<br/>All creatures get -X/-X until end of<br/>turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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