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| <div><div><div>Agadeem's Awakening</div><div>XBBB</div></div><div>Sorcery</div><div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div><div>----- BACK FACE -----</div><div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Agadeem's Awakening</div><div>XBBB</div></div><div>Sorcery</div><div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div><div>----- BACK FACE -----</div><div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Baleful Mastery</div><div>3B</div></div><div>Instant</div><div>You may pay {1}{B} rather than pay this spell's mana cost. If the {1}{B} cost was paid, an opponent draws a card. Exile target creature or planeswalker.</div><div>----- OTHER FACE -----</div><div><div>Baleful Mastery</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Baleful Mastery</div><div>3B</div></div><div>Instant</div><div>You may pay {1}{B} rather than pay this spell's mana cost. If the {1}{B} cost was paid, an opponent draws a card. Exile target creature or planeswalker.</div><div>----- OTHER FACE -----</div><div><div>Baleful Mastery</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Castle Locthwain</div></div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>----- OTHER FACE -----</div><div><div>Castle Locthwain</div><div>Land</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Clearwater Pathway</div></div><div>Card</div><div>----- OTHER FACE -----</div><div><div>Clearwater Pathway</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      | <div><div><div>Clearwater Pathway</div></div><div>Card</div><div>----- OTHER FACE -----</div><div><div>Clearwater Pathway</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Clearwater Pathway</div></div><div>Card</div><div>----- OTHER FACE -----</div><div><div>Clearwater Pathway</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              |

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| <div><div><div>Clearwater Pathway</div><div>Card</div></div><div></div><div><div>Clearwater Pathway</div><div>Card</div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Didn't Say Please</div><div>Instant</div></div><div>Counter target spell. Its controller mills three cards.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Disdainful Stroke</div><div>Instant</div></div><div>Counter target spell with mana value 4 or greater.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td>                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div><div>Didn't Say Please</div><div>Instant</div></div><div>Counter target spell. Its controller mills three cards.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Disdainful Stroke</div><div>Instant</div></div><div>Counter target spell with mana value 4 or greater.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td>                                                                                                                                                                                                          | <div><div><div>Disdainful Stroke</div><div>Instant</div></div><div>Counter target spell with mana value 4 or greater.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td>         | <div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Eliminate</div><div>Instant</div></div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td> | <div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Eliminate</div><div>Instant</div></div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td> | <div><div><div>Drown in the Loch</div><div>Instant</div></div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Eliminate</div><div>Instant</div></div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td> | <div><div><div>Eliminate</div><div>Instant</div></div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                               |

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| <div><div><div>Eliminate</div><div>1B</div></div><div><div>Instant</div><div>Destroy target creature or planeswalker with mana value 3 or less.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                   | <div><div><div>Fabled Passage</div></div><div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Fabled Passage</div></div><div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Fabled Passage</div></div><div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Fabled Passage</div></div><div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Heartless Act</div><div>1B</div></div><div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      | <div><div><div>Heartless Act</div><div>1B</div></div><div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      | <div><div><div>Into the Story</div><div>5UU</div></div><div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              |

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| <div><div>Into the Story</div><div><div>5UU</div></div></div> <div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Into the Story</div><div><div>5UU</div></div></div> <div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Into the Story</div><div><div>5UU</div></div></div> <div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Island</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><div>Island</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><div>Island</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><div>Island</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><div>Island</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> |

Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

**Flying**  
Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)  
Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying  
Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)  
Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying  
Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)  
Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

**Flying**  
Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)  
**Sacrifice** this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if you control a Human creature and a non-Human creature.  
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if you control a Human creature and a non-Human creature.  
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U B

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0.  
Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                | <div>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                |
| <div>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <span>ⓑ</span></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <span>ⓑ</span></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <span>ⓑ</span></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Thieves' Guild Enforcer</div><div>B</div></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |
| <div>Cling to Dust</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.<br/>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div>Cling to Dust</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.<br/>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crippling Fear</div> <div>2BB</div> <div>Sorcery</div> <div>Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crippling Fear</div> <div>2BB</div> <div>Sorcery</div> <div>Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Dead Weight</div><div>B</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature</div><div>Enchanted creature gets -2/-2.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Dead Weight</div><div>B</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature</div><div>Enchanted creature gets -2/-2.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Disdainful Stroke</div><div>1U</div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          | <div><div><div>Lurrus of the Dream-Den</div><div>1W/BW/B</div></div><div><div>Legendary Creature -- Cat Nightmare</div><div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</div><div>Lifelink</div><div>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>3/2</div></div></div> |
| <div><div><div>Mystical Dispute</div><div>2U</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.</div><div>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div>2U</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.</div><div>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div>2U</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.</div><div>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Negate</div><div>1U</div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                         |

1 B

Kicker {2}{B}

This creature can't block.

If this creature was kicked, it enters with two +1/+1 counters on it.

Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.

3/1

① ②

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