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| <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                            | <div>Birds of Paradise</div> <div>Creature -- Bird</div> <div>Flying<br/>{T}: Add one mana of any color.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        | <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                    | <div>Collector Ouphe</div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                    |
| <div>Dark Depths</div> <div>Legendary Snow Land</div> <div>Dark Depths enters with ten ice counters on it.<br/>{3}: Remove an ice counter from Dark Depths.<br/>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Elvish Reclaimer</div> <div>Creature -- Elf Warrior</div> <div>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br/>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Elvish Reclaimer</div> <div>Creature -- Elf Warrior</div> <div>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br/>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Elvish Reclaimer</div><div><div>G</div></div></div><div><div>Creature -- Elf Warrior</div><div><div>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br/>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div></div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Endurance</div><div><div>1GG</div></div></div><div><div>Creature -- Elemental Incarnation</div><div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div></div></div><div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Endurance</div><div><div>1GG</div></div></div><div><div>Creature -- Elemental Incarnation</div><div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div></div></div><div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fiend Artisan</div><div><div>B/GB/G</div></div></div><div><div>Creature -- Nightmare</div><div><div>This creature gets +1/+1 for each creature card in your graveyard.<br/>{X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Forest</div><div></div></div><div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                | <div><div><div>Gaea's Cradle</div><div></div></div><div><div>Legendary Land</div><div><div>{T}: Add {G} for each creature you control.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                    | <div><div><div>Green Sun's Zenith</div><div><div>XG</div></div></div><div><div>Sorcery</div><div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                            | <div><div><div>Green Sun's Zenith</div><div><div>XG</div></div></div><div><div>Sorcery</div><div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                    |

**X G**

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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**X G**

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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1 B G

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

L 3

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**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {B}, {R}, or {G}.

0/1

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**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {B}, {R}, or {G}.

0/1

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{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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## GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

This creature gets +1/+1 for each land card in your graveyard.  
{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Knight of the Reliquary</b> ①⑥⑦<br>Creature -- Human Knight<br>This creature gets +1/+1 for each land card in your graveyard.<br>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Knight of the Reliquary</b> ①⑥⑦<br>Creature -- Human Knight<br>This creature gets +1/+1 for each land card in your graveyard.<br>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lush Portico</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | <b>Noble Hierarchy</b> ⑥<br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                   |
| <b>Noble Hierarchy</b> ⑥<br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Noble Hierarchy</b> ⑥<br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Once Upon a Time</b> ①⑥<br>Instant<br>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Once Upon a Time</b> ①⑥<br>Instant<br>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Once Upon a Time</div> <div>Instant</div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   | <div>Outland Liberator</div> <div>Creature -- Human Werewolf</div> <div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>2/2</div> <div>----- BACK FACE -----</div> <div>Frenzied Trapbreaker</div> <div>Creature -- Werewolf</div> <div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>3/3</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>Prismatic Ending</div> <div>Sorcery</div> <div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Questing Beast</div> <div>Legendary Creature -- Beast</div> <div>Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Savannah</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div>Savannah</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scrubland</div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   |

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| <div><div><div>Scryb Ranger</div><div><div>1</div><div>G</div></div></div><div><div>Creature -- Faerie Ranger</div><div>Flash<br/>Flying, protection from blue<br/>Return a Forest you control to its owner's hand: Untap target creature.<br/>Activate only once each turn.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Swords to Plowshares</div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                   | <div><div><div>Swords to Plowshares</div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Swords to Plowshares</div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                |
| <div><div><div>Swords to Plowshares</div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                | <div><div><div>Sylvan Library</div><div><div>1</div><div>G</div></div></div><div><div>Enchantment</div><div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Thespian's Stage</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>   | <div><div><div>Verdant Catacombs</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             |
| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wight of the Reliquary <div>B</div><div>G</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wight of the Reliquary <div>B</div><div>G</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Choke</div><div>Enchantment</div><div>Islands don't untap during their controllers' untap steps.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |

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| <div><div>Deafening Silence</div><div>W</div></div> <div>Enchantment</div> <div>Each player can't cast more than one noncreature spell each turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div><div>Doorkeeper Thrull</div><div>1W</div></div> <div>Creature -- Thrull</div> <div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         | <div><div>Endurance</div><div>1GG</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Force of Vigor</div><div>2GG</div></div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br/>Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     |
| <div><div>Force of Vigor</div><div>2GG</div></div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br/>Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gaddock Teeg</div><div>GW</div></div> <div>Legendary Creature -- Kithkin Advisor</div> <div>Noncreature spells with mana value 4 or greater can't be cast.<br/>Noncreature spells with {X} in their mana costs can't be cast.</div> <div>[sideboard]</div> <div>2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Path to Exile</div><div>W</div></div> <div>Instant</div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Surgical Extraction</div><div>BP</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Surgical Extraction</div><div>BP</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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