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| <p><b>Ancient Vendetta</b> (3)(B)</p> <p>Sorcery</p> <p>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anoint with Affliction</b> (1)(B)</p> <p>Instant</p> <p>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anoint with Affliction</b> (1)(B)</p> <p>Instant</p> <p>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Anoint with Affliction</b> (1)(B)</p> <p>Instant</p> <p>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                               |
| <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                |
| <div><div><div>Cease</div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cease</div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Desist</div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><div>Desist</div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                         |

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| <div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                    | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                    | <div> <div>Deadly Cover-Up</div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Deadly Cover-Up</div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                     |
| <div> <div>Demolition Field</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Demolition Field</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fountainport</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice a token: Draw a card.</p> <p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p> <p>{4}, {T}: Create a Treasure token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                | <div> <div>Kaya, Intangible Slayer</div> <div> <div> <div>3</div> <div>W</div> <div>W</div> <div>B</div> <div>B</div> </div> <div> <div>Legendary Planeswalker</div> <div>--</div> <div>Kaya</div> </div> </div> <div> <div>Hexproof</div> <div>[+2]: Each opponent loses 3 life and you gain 3 life.</div> <div>[0]: You draw two cards. Then each opponent may scry 1.</div> <div>[-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types.</div> <div> <div>L</div> <div>6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |



## Lush Portico

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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## Mazemind Tome

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mazemind Tome

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mazemind Tome

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mazemind Tome

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

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## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div>Restless Fortress</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Fortress</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} 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>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} 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>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} 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>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} 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>Soul Search</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Soul Search</div><div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Soul Search</div><div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Soul Search</div><div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         |
| <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     | <div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     | <div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <hr/> <div> <b>Enchantment</b> </div> <hr/> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                     | <div> <b>The End</b> <span>2</span><span>B</span><span>B</span> </div> <hr/> <div> <b>Instant</b> </div> <hr/> <p>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>The End</b> <span>2</span><span>B</span><span>B</span> </div> <hr/> <div> <b>Instant</b> </div> <hr/> <p>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>The Eternal Wanderer</b> <span>4</span><span>W</span><span>W</span> </div> <hr/> <div> <b>Legendary Planeswalker</b> </div> <hr/> <p>No more than one creature can attack The Eternal Wanderer each combat. [+1]: Exile up to one target artifact or creature. Return that card to the battlefield under its owner's control at the beginning of that player's next end step. [0]: Create a 2/2 white Samurai creature token with double strike. [-4]: For each player, choose a creature that player controls. Each player sacrifices all creatures they control not chosen this way.</p> <div> <div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Ancient Vendetta</b> <span>3</span><span>B</span> </div> <hr/> <div> <b>Sorcery</b> </div> <hr/> <p>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Exorcise</b> <span>1</span><span>W</span> </div> <hr/> <div> <b>Sorcery</b> </div> <hr/> <p>Exile target artifact, enchantment, or creature with power 4 or greater.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                     | <div> <b>Exorcise</b> <span>1</span><span>W</span> </div> <hr/> <div> <b>Sorcery</b> </div> <hr/> <p>Exile target artifact, enchantment, or creature with power 4 or greater.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                     | <div> <b>Harvester of Misery</b> <span>3</span><span>B</span><span>B</span> </div> <hr/> <div> <b>Creature -- Spirit</b> </div> <hr/> <p>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</p> <p>[sideboard]</p> <div> <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                     |

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| <div><div><div>Harvester of Misery (3)(B)(B)</div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                          |
| <div><div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    | <div><div><div>Pest Control (W)(B)</div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                | <div><div><div>Pest Control (W)(B)</div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                | <div><div><div>Urza's Sylex (3)</div><div>Legendary Artifact</div><div>{2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery.<br/>When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Urza's Sylex</div> <div> <div>3</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div> <div>{2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery.</div> <div>When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle.</div> <div>[sideboard]</div> </div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Voice of Victory</div> <div> <div>1W</div> </div> </div> <div> <div> <div>Creature -- Human Bard</div> <div> <div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> </div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Voice of Victory</div> <div> <div>1W</div> </div> </div> <div> <div> <div>Creature -- Human Bard</div> <div> <div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> </div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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