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| <div><div><div>Atraxa, Grand Unifier (3)(G)(W)(U)(B)</div><div>Legendary Creature -- Phyrexian Angel</div></div><div><div>Flying, vigilance, deathtouch, lifelink</div><div>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Big Score(3)(R)</div><div>Instant</div></div><div><div>As an additional cost to cast this spell, discard a card.</div><div>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Big Score(3)(R)</div><div>Instant</div></div><div><div>As an additional cost to cast this spell, discard a card.</div><div>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Big Score(3)(R)</div><div>Instant</div></div><div><div>As an additional cost to cast this spell, discard a card.</div><div>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Big Score(2)(R)</div><div>Instant</div></div><div><div>As an additional cost to cast this spell, discard a card.</div><div>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                   | <div><div><div>Bitter Triumph(1)(B)</div><div>Instant</div></div><div><div>As an additional cost to cast this spell, discard a card or pay 3 life.</div><div>Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     | <div><div><div>Bitter Triumph(1)(B)</div><div>Instant</div></div><div><div>As an additional cost to cast this spell, discard a card or pay 3 life.</div><div>Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     | <div><div><div>Blackcleave Cliffs</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {B} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                 |

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| <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              |
| <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> |
| <div><div>Fatal Push (B)</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (B)</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (B)</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (B)</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                              | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                          |

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| <b>Pawpatch Formation</b> ①⑥<br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target creature with flying.<br>* Destroy target enchantment.<br>* Draw a card. Create a Food token.<br>(It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                              | <b>Pawpatch Formation</b> ①⑥<br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target creature with flying.<br>* Destroy target enchantment.<br>* Draw a card. Create a Food token.<br>(It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Pawpatch Formation</b> ①⑥<br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target creature with flying.<br>* Destroy target enchantment.<br>* Draw a card. Create a Food token.<br>(It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Pawpatch Formation</b> ①⑥<br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target creature with flying.<br>* Destroy target enchantment.<br>* Draw a card. Create a Food token.<br>(It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Sokenzan, Crucible of Defiance</b><br><hr/> Legendary Land<br><hr/> {T}: Add {R}.<br>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Stomping Ground</b><br><hr/> Land -- Mountain Forest<br><hr/> ({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   | <b>Stomping Ground</b><br><hr/> Land -- Mountain Forest<br><hr/> ({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   | <b>Stomping Ground</b><br><hr/> Land -- Mountain Forest<br><hr/> ({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   |

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<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><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>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |
| <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                               | <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                         | <p><b>Titan of Industry</b> (4)(G)(G)(G)</p> <p>Creature -- Elemental</p> <p>Reach, trample<br/>When this creature enters, choose two --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Target player gains 5 life.</li> <li>* Create a 4/4 green Rhino Warrior creature token.</li> <li>* Put a shield counter on a creature you control.</li> </ul> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                      | <p><b>Torch the Tower</b> (R)</p> <p>Instant</p> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Torch the Tower</b> (R)</p> <p>Instant</p> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Valakut Awakening</b> (2)(R)</p> <p>Instant</p> <p>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</p> <p>----- BACK FACE -----</p> <p><b>Valakut Stoneforge</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Valgavoth, Terror Eater</b> (6)(B)(B)(B)</p> <p>Legendary Creature -- Elder Demon</p> <p>Flying, lifelink<br/>Ward--Sacrifice three nonland permanents.<br/>If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead.<br/>During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.</p> <p>9/9</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ziatora's Proving Ground</b></p> <p>Land -- Swamp Mountain Forest</p> <p>{T}: Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                       |

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| <div><div><b>Ziatora's Proving Ground</b></div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><b>Ziatora's Proving Ground</b></div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><b>Zombify</b><div>3B</div></div><div>Sorcery</div><div>Return target creature card from<br/>your graveyard to the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Zombify</b><div>3B</div></div><div>Sorcery</div><div>Return target creature card from<br/>your graveyard to the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    |
| <div><div><b>Anger of the Gods</b><div>1RR</div></div><div>Sorcery</div><div>Anger of the Gods deals 3 damage to<br/>each creature. If a creature dealt<br/>damage this way would die this turn,<br/>exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Anger of the Gods</b><div>1RR</div></div><div>Sorcery</div><div>Anger of the Gods deals 3 damage to<br/>each creature. If a creature dealt<br/>damage this way would die this turn,<br/>exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Back to Nature</b><div>1G</div></div><div>Instant</div><div>Destroy all enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><b>Chandra's Defeat</b><div>R</div></div><div>Instant</div><div>Chandra's Defeat deals 5 damage to<br/>target red creature or red<br/>planeswalker. If that permanent is a<br/>Chandra planeswalker, you may<br/>discard a card. If you do, draw a<br/>card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Fiery Impulse</div><div><div>R</div></div></div> <div>Instant</div> <div>Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <div><div>Go Blank</div><div><div>2</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards. Then exile that player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div><div>Go Blank</div><div><div>2</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards. Then exile that player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div><div>Hidetsugu Consumes All</div><div><div>1</div><div>B</div><div>R</div></div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>[sideboard]</div> <div>-----<br/>-- - BACK FACE - - -</div> <div><div>Vessel of the All-Consuming</div></div> <div>Enchantment Creature -- Ogre Shaman</div> <div>Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hidetsugu Consumes All</div><div><div>1</div><div>B</div><div>R</div></div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>[sideboard]</div> <div>-----<br/>-- - BACK FACE - - -</div> <div><div>Vessel of the All-Consuming</div></div> <div>Enchantment Creature -- Ogre Shaman</div> <div>Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Slaughter Games

2 B R

### Sorcery

This spell can't be countered.  
Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

[sideboard]

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## Torch the Tower

R

### Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

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[sideboard]

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