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| <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             |
| <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cache Grab</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Cache Grab</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cache Grab</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cache Grab</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cauldron Familiar</div> <div> <div>B</div> </div> </div> <div>Creature -- Cat</div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Cauldron Familiar</div> <div> <div>B</div> </div> </div> <div>Creature -- Cat</div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Cauldron Familiar</div> <div> <div>B</div> </div> </div> <div>Creature -- Cat</div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Cauldron Familiar</div> <div> <div>B</div> </div> </div> <div>Creature -- Cat</div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Cavern of Souls</div> </div> <div>Land</div> <div> <p>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  |

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| <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |
| <div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Fatal Push</div><div>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 PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>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 PLAYbotbox.dev</div></div>                                                       | <div><div>Fatal Push</div><div>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 PLAYbotbox.dev</div></div>                                                       | <div><div>Fatal Push</div><div>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 PLAYbotbox.dev</div></div>                                                       |
| <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Gilded Goose</div><div>G</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gilded Goose</div><div>G</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gilded Goose</div><div>G</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Gilded Goose</b> <span>6</span> </div> <div>           Creature -- Bird         </div> <div> <p>Flying</p> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</p> <p>{1}{G}, {T}: Create a Food token.</p> <p>{T}, Sacrifice a Food: Add one mana of any color.</p> </div> <div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Jegantha, the Wellspring</b> <span>4</span> <span>R/G</span> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Llanowar Wastes</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>({T}: Add {B} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>({T}: Add {B} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                              | <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>({T}: Add {B} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                 | <div> <b>Scavenger's Talent</b> <span>B</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.</p> <p>{1}{B}: Level 2</p> <p>Whenever you sacrifice a permanent, target player mills two cards.</p> <p>{2}{B}: Level 3</p> <p>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Scavenger's Talent</b> <span>B</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.</p> <p>{1}{B}: Level 2</p> <p>Whenever you sacrifice a permanent, target player mills two cards.</p> <p>{2}{B}: Level 3</p> <p>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Scavenger's Talent</div><div>B</div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more creatures you control die, create a Food token.<br/>This ability triggers only once each turn.<br/>{1}{B}: Level 2<br/>Whenever you sacrifice a permanent, target player mills two cards.<br/>{2}{B}: Level 3<br/>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Scavenger's Talent</div><div>B</div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more creatures you control die, create a Food token.<br/>This ability triggers only once each turn.<br/>{1}{B}: Level 2<br/>Whenever you sacrifice a permanent, target player mills two cards.<br/>{2}{B}: Level 3<br/>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</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>Takenuma, Abandoned Mire</div></div> <div>Legendary Land</div> <div>{T}: Add {B} .<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  |
| <div><div>Traverse the Ulvenwald</div><div>G</div></div> <div>Sorcery</div> <div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                 | <div><div>Traverse the Ulvenwald</div><div>G</div></div> <div>Sorcery</div> <div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                 | <div><div>Traverse the Ulvenwald</div><div>G</div></div> <div>Sorcery</div> <div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Traverse the Ulvenwald</div><div>G</div></div> <div>Sorcery</div> <div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Vinereap Mentor</b> <span>(B)(G)</span> </div> <div>           Creature -- Squirrel Druid         </div> <div>           When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                | <div> <b>Vinereap Mentor</b> <span>(B)(G)</span> </div> <div>           Creature -- Squirrel Druid         </div> <div>           When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                        | <div> <b>Vinereap Mentor</b> <span>(B)(G)</span> </div> <div>           Creature -- Squirrel Druid         </div> <div>           When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                        | <div> <b>Vinereap Mentor</b> <span>(B)(G)</span> </div> <div>           Creature -- Squirrel Druid         </div> <div>           When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                        |
| <div> <b>Vraska, Golgari Queen</b> <span>(2)(B)(G)</span> </div> <div>           Legendary Planeswalker -- Vraska         </div> <div>           [+2]: You may sacrifice another permanent. If you do, you gain 1 life and draw a card.<br/>           [-3]: Destroy target nonland permanent with mana value 3 or less.<br/>           [-9]: You get an emblem with "Whenever a creature you control deals combat damage to a player, that player loses the game."         </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Witch's Oven</b> <span>(1)</span> </div> <div>           Artifact         </div> <div>           {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Witch's Oven</b> <span>(1)</span> </div> <div>           Artifact         </div> <div>           {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Witch's Oven</b> <span>(1)</span> </div> <div>           Artifact         </div> <div>           {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B G

Ward--Sacrifice a Food.  
Other creatures are Food artifacts  
in addition to their other types and  
have "{2}, {T}, Sacrifice this  
permanent: You gain 3 life."  
Whenever a Food is put into a  
graveyard from the battlefield, put  
two +1/+1 counters on Yara.

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3 B G

Ward--Sacrifice a Food.  
Other creatures are Food artifacts  
in addition to their other types and  
have "{2}, {T}, Sacrifice this  
permanent: You gain 3 life."  
Whenever a Food is put into a  
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**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Jegantha, the Wellspring (4)(R/G)</div><div>Legendary Creature -- Elemental Elk</div></div><div><div>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (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>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div></div><div><div>[sideboard]</div></div><div><div>5/5</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><div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div><div><div>[sideboard]</div></div><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><div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div><div><div>[sideboard]</div></div><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><div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div><div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                 |
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**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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