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| <div><div><div>Aclazotz, Deepest Betrayal (3)(B)(B)</div><div>Legendary Creature -- Bat God</div><div>Flying, lifelink<br/>Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.<br/>Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.<br/>When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div><div>----- BACK FACE -----</div><div>Temple of the Dead</div><div>Land</div><div>(Transforms from Aclazotz, Deepest Betrayal.)<br/>{T}: Add {B}.<br/>{2}{B}, {T}: Transform this land.<br/>Activate only if a player has one or fewer cards in hand and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div> | <div><div><div>Aclazotz, Deepest Betrayal (3)(B)(B)</div><div>Legendary Creature -- Bat God</div><div>Flying, lifelink<br/>Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.<br/>Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.<br/>When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div><div>----- BACK FACE -----</div><div>Temple of the Dead</div><div>Land</div><div>(Transforms from Aclazotz, Deepest Betrayal.)<br/>{T}: Add {B}.<br/>{2}{B}, {T}: Transform this land.<br/>Activate only if a player has one or fewer cards in hand and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div> | <div><div><div>Archfiend of the Dross (2)(B)(B)</div><div>Creature -- Phyrexian Demon</div><div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>                                                                                                   | <div><div><div>Archfiend of the Dross (2)(B)(B)</div><div>Creature -- Phyrexian Demon</div><div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>                                                                                                   |
| <div><div><div>Archfiend of the Dross (2)(B)(B)</div><div>Creature -- Phyrexian Demon</div><div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Caustic Bronco (1)(B)</div><div>Creature -- Snake Horse Mount</div><div>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled.<br/>Otherwise, each opponent loses that much life.<br/>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>                                                                                                                                                                                                                                     | <div><div><div>Caustic Bronco (1)(B)</div><div>Creature -- Snake Horse Mount</div><div>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled.<br/>Otherwise, each opponent loses that much life.<br/>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div> | <div><div><div>Caustic Bronco (1)(B)</div><div>Creature -- Snake Horse Mount</div><div>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled.<br/>Otherwise, each opponent loses that much life.<br/>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div> |

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| <div> <b>Caustic Bronco</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Snake Horse Mount         </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.</p> <p>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Cut Down</b> <div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Destroy target creature with total power and toughness 5 or less.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                | <div> <b>Cut Down</b> <div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Destroy target creature with total power and toughness 5 or less.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                | <div> <b>Cut Down</b> <div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Destroy target creature with total power and toughness 5 or less.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                |
| <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                          | <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div>Demolition Field</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {2}, {T}, Sacrifice this land:<br/>           Destroy target nonbasic land an<br/>           opponent controls. That land's<br/>           controller may search their library<br/>           for a basic land card, put it onto<br/>           the battlefield, then shuffle. You<br/>           may search your library for a basic<br/>           land card, put it onto the<br/>           battlefield, then shuffle.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       | <div>Demolition Field</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {2}, {T}, Sacrifice this land:<br/>           Destroy target nonbasic land an<br/>           opponent controls. That land's<br/>           controller may search their library<br/>           for a basic land card, put it onto<br/>           the battlefield, then shuffle. You<br/>           may search your library for a basic<br/>           land card, put it onto the<br/>           battlefield, then shuffle.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       | <div>Demolition Field</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {2}, {T}, Sacrifice this land:<br/>           Destroy target nonbasic land an<br/>           opponent controls. That land's<br/>           controller may search their library<br/>           for a basic land card, put it onto<br/>           the battlefield, then shuffle. You<br/>           may search your library for a basic<br/>           land card, put it onto the<br/>           battlefield, then shuffle.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                             | <div>Demolition Field</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {2}, {T}, Sacrifice this land:<br/>           Destroy target nonbasic land an<br/>           opponent controls. That land's<br/>           controller may search their library<br/>           for a basic land card, put it onto<br/>           the battlefield, then shuffle. You<br/>           may search your library for a basic<br/>           land card, put it onto the<br/>           battlefield, then shuffle.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                             |
| <div>Gix's Command (3BB)</div> <div>Sorcery</div> <div>           Choose two --<br/>           * Put two +1/+1 counters on up to<br/>           one creature. It gains lifelink<br/>           until end of turn.<br/>           * Destroy each creature with power 2<br/>           or less.<br/>           * Return up to two creature cards<br/>           from your graveyard to your hand.<br/>           * Each opponent sacrifices a<br/>           creature with the greatest power<br/>           among creatures they control.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Gix's Command (3BB)</div> <div>Sorcery</div> <div>           Choose two --<br/>           * Put two +1/+1 counters on up to<br/>           one creature. It gains lifelink<br/>           until end of turn.<br/>           * Destroy each creature with power 2<br/>           or less.<br/>           * Return up to two creature cards<br/>           from your graveyard to your hand.<br/>           * Each opponent sacrifices a<br/>           creature with the greatest power<br/>           among creatures they control.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Gix, Yawgmoth Praetor (1BBB)</div> <div>           Legendary Creature -- Phyrexian Praetor           <div>3/3</div> </div> <div>           Whenever a creature deals combat<br/>           damage to one of your opponents, its<br/>           controller may pay 1 life. If they<br/>           do, they draw a card.<br/>           {4}{B}{B}{B}, Discard X cards: Exile<br/>           the top X cards of target opponent's<br/>           library. You may play lands and cast<br/>           spells from among cards exiled this<br/>           way without paying their mana costs.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Gix, Yawgmoth Praetor (1BBB)</div> <div>           Legendary Creature -- Phyrexian Praetor           <div>3/3</div> </div> <div>           Whenever a creature deals combat<br/>           damage to one of your opponents, its<br/>           controller may pay 1 life. If they<br/>           do, they draw a card.<br/>           {4}{B}{B}{B}, Discard X cards: Exile<br/>           the top X cards of target opponent's<br/>           library. You may play lands and cast<br/>           spells from among cards exiled this<br/>           way without paying their mana costs.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div><div>Go for the Throat</div><div>1B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                              | <div><div><div>Go for the Throat</div><div>1B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                | <div><div><div>Go for the Throat</div><div>1B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                | <div><div><div>Go for the Throat</div><div>1B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                |
| <div><div><div>Kaervek, the Punisher</div><div>1BB</div></div><div><div>Legendary Creature -- Human Warlock</div><div>Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.)</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Liliana of the Veil</div><div>1BB</div></div><div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div></div><div><div>L 3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Liliana of the Veil</div><div>1BB</div></div><div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div></div><div><div>L 3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Liliana of the Veil</div><div>1BB</div></div><div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div></div><div><div>L 3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Mirrex</div><div>Land -- Sphere</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Activate only if this land entered this turn.</div><div>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div></div></div><div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Preacher of the Schism 2B</div><div>Creature -- Vampire Cleric</div><div><div><div>Deathtouch</div><div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div><div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div></div></div><div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Preacher of the Schism 2B</div><div>Creature -- Vampire Cleric</div><div><div><div>Deathtouch</div><div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div><div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div></div></div><div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Preacher of the Schism 2B</div><div>Creature -- Vampire Cleric</div><div><div><div>Deathtouch</div><div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div><div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div></div></div><div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div>Sheoldred, the Apocalypse 2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><div><div>Deathtouch</div><div>Whenever you draw a card, you gain 2 life.</div><div>Whenever an opponent draws a card, they lose 2 life.</div></div></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                              | <div><div>Sheoldred, the Apocalypse 2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><div><div>Deathtouch</div><div>Whenever you draw a card, you gain 2 life.</div><div>Whenever an opponent draws a card, they lose 2 life.</div></div></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                         | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                               | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                               |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                 | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div>Vraska, Betrayal's Sting 4B<sup>BP</sup></div> <div>Legendary Planeswalker -- Vraska</div> <div>Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</div> <div>[0]: You draw a card and lose 1 life. Proliferate.</div> <div>[-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.</div> <div>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Anoint with Affliction 1B</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.</div> <div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Breach the Multiverse 5B<sup>B</sup></div> <div>Sorcery</div> <div>Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Breach the Multiverse 5B<sup>B</sup></div> <div>Sorcery</div> <div>Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Duress B</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>                                                                                                                                                                                                                                                                                                                                                                                                                                         |

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| <div><div><div>Harvester of Misery</div><div>3B</div></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><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Harvester of Misery</div><div>3B</div></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><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pilfer</div><div>1B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div><div>Pilfer</div><div>1B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                  |

3 B B

Menace  
When Sheoldred enters, each opponent sacrifices a nontoken creature or planeswalker of their choice. {4}{8}: Exile Sheoldred, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery and only if an opponent has eight or more cards in their graveyard.

[sidebar]

4/5

- - - BACK FACE - - -

Enchantment - - Saga

(As this Saga enters and after your draw step, add a lore counter.)

I -- For each opponent, destroy up to one target creature or planeswalker that player controls.

II -- Each opponent discards three cards, then mills three cards.

III -- Put all creature cards from all graveyards onto the battlefield under your control. Exile this Saga, then return it to the battlefield (front face up).

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5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

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[sidebar]
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- - - ADVENTURE - - -

① ⑧

Sorcery -- Adventure

Target creature gets -3/-3 until end of turn. You gain 2 life.

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5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

[sidebar]

- - - ADVENTURE - - -

① ⑧

Sorcery - - Adventure

Target creature gets -3/-3 until end of turn. You gain 2 life.

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