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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Ancient Vendetta</div><div>3B</div></div> <div>Sorcery</div> <div>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Azorius Guildgate</div></div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                      | <div><div>Blossoming Tortoise</div><div>2GG</div></div> <div>Creature -- Turtle</div> <div>Whenever this creature enters or attacks, mill three cards, then return a land card from your graveyard to the battlefield tapped. Activated abilities of lands you control cost {1} less to activate. Land creatures you control get +1/+1.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Blossoming Tortoise</div><div>2GG</div></div> <div>Creature -- Turtle</div> <div>Whenever this creature enters or attacks, mill three cards, then return a land card from your graveyard to the battlefield tapped. Activated abilities of lands you control cost {1} less to activate. Land creatures you control get +1/+1.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Boros Guildgate</div></div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div><div>Cease</div><div>1GG</div></div> <div>Instant</div> <div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div> <div>----- RIGHT HALF -----</div> <div><div>Desist</div><div>4G/WG/W</div></div> <div>Sorcery</div> <div>Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cease</div><div>1GG</div></div> <div>Instant</div> <div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div> <div>----- RIGHT HALF -----</div> <div><div>Desist</div><div>4G/WG/W</div></div> <div>Sorcery</div> <div>Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div><div>Cease</div><div>1GG</div></div> <div>Instant</div> <div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div> <div>----- RIGHT HALF -----</div> <div><div>Desist</div><div>4G/WG/W</div></div> <div>Sorcery</div> <div>Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Cease<div>16/6</div></div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div></div><div>Desist<div>46/46/4</div></div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Circuitous Route<div>36</div></div><div>Sorcery</div><div>Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               | <div><div>Circuitous Route<div>36</div></div><div>Sorcery</div><div>Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               | <div><div>Cruelclaw's Heist<div>B B</div></div><div>Sorcery</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div>Cruelclaw's Heist<div>B B</div></div><div>Sorcery</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Cover-Up<div>3 B B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Cover-Up<div>3 B B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Cover-Up<div>3 B B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Deadly Cover-Up</b> <span>3B B</span> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>4/4</div> <div>----- ADVENTURE -----</div> </div> <div> <b>Expensive Taste</b> <span>2B</span> </div> <div>Instant -- Adventure</div> <div> <p>Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Decadent Dragon</b> <span>2R R</span> </div> <div>Creature -- Dragon</div> <div> <p>Flying, trample</p> <p>Whenever this creature attacks, create a Treasure token.</p> </div> <div> <div>4/4</div> <div>----- ADVENTURE -----</div> </div> <div> <b>Expensive Taste</b> <span>2B</span> </div> <div>Instant -- Adventure</div> <div> <p>Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dimir Guildgate</b> </div> <div>Land -- Gate</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                               | <div> <b>Golgari Guildgate</b> </div> <div>Land -- Gate</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                  |
| <div> <b>Gruul Guildgate</b> </div> <div>Land -- Gate</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {R} or {G}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <b>Insidious Fungus</b> <span>G</span> </div> <div>Creature -- Fungus</div> <div> <p>{2}, Sacrifice this creature: Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</li> </ul> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                   | <div> <b>Insidious Fungus</b> <span>G</span> </div> <div>Creature -- Fungus</div> <div> <p>{2}, Sacrifice this creature: Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</li> </ul> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Intimidation Tactics</b> <span>B</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Izzet Guildgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div><div>Ketramose, the New Dawn 1WB</div><div>Legendary Creature -- God</div><div>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev4/4</div></div> | <div><div><div>Liliana, Dreadhorde General 4BB</div><div>Legendary Planeswalker -- Liliana</div><div>Whenever a creature you control dies, draw a card.<br/>[+1]: Create a 2/2 black Zombie creature token.<br/>[-4]: Each player sacrifices two creatures of their choice.<br/>[-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.devL 6</div></div> | <div><div><div>Mazemind Tome 2</div><div>Artifact -- Book</div><div>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Put a page counter on this artifact: Draw a card.<br/>When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Maze's End</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>{3}, {T}, Return this land to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle. If you control ten or more Gates with different names, you win the game.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Maze's End</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>{3}, {T}, Return this land to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle. If you control ten or more Gates with different names, you win the game.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Maze's End</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>{3}, {T}, Return this land to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle. If you control ten or more Gates with different names, you win the game.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Orzhov Guildgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                       |

X B B

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

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②

Flying  
 {T}: You may put a land card from  
 your hand onto the battlefield.  
 {3}: Until end of turn, this  
 creature's base power becomes equal  
 to the number of Towns you control.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Flying  
 {T}: You may put a land card from  
 your hand onto the battlefield.  
 {3}: Until end of turn, this  
 creature's base power becomes equal  
 to the number of Towns you control.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.

Lands you control enter untapped.

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2 G

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.

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| <div><div><div>Spe lunking</div><div>26</div></div><div><div>Enchantment</div><div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                             | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                              | <div><div>The End</div><div>Instant</div><div>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>The End</div><div>Instant</div><div>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ultima</div><div>Sorcery</div><div>Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             |
| <div><div>Ultima</div><div>Sorcery</div><div>Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Virtue of Persistence</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div><div>-----ADVENTURE-----</div><div><div>Loathwain Scorn</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   | <div><div>Virtue of Persistence</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div><div>-----ADVENTURE-----</div><div><div>Loathwain Scorn</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   | <div><div>Virtue of Persistence</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div><div>-----ADVENTURE-----</div><div><div>Loathwain Scorn</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Volatile Fault

Land - - Cave

{T}: Add {C}.  
{1}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. That player may  
search their library for a basic  
land card, put it onto the  
battlefield, then shuffle. You  
create a Treasure token.

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battlefield, then shuffle. You  
create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cathartic Parting** (1)(G)

## Sorcery

The owner of target artifact or enchantment an opponent controls shuffles it into their library. You may shuffle up to four target cards from your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cathartic Parting** (1)(G)

## Sorcery

The owner of target artifact or enchantment an opponent controls shuffles it into their library. You may shuffle up to four target cards from your graveyard into your library.

[sidebar]

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**Duress** (B)

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Duress** (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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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>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malicious Eclipse</div><div><div>1</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div><div>Malicious Eclipse</div><div><div>1</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div><div>Rite of Renewal</div><div><div>3</div><div>G</div></div></div> <div>Sorcery</div> <div>Return up to two target permanent cards from your graveyard to your hand. Target player shuffles up to four target cards from their graveyard into their library. Exile Rite of Renewal.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          |

3 G

Return up to two target permanent cards from your graveyard to your hand. Target player shuffles up to four target cards from their graveyard into their library. Exile Rite of Renewal.

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① R R

```
Choose one --
* Slagstorm deals 3 damage to each
creature.
* Slagstorm deals 3 damage to each
player.
```

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① R R

```
Choose one --
* Slagstorm deals 3 damage to each
creature.
* Slagstorm deals 3 damage to each
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```

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