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| <div><div>Anoint with Affliction 1B</div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Cut Down B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Cut Down B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Cut Down B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |

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| <div><div><div>Desecration Demon</div><div>2BB</div></div><div><div>Creature -- Demon</div><div>Flying</div><div>At the beginning of each combat, any opponent may sacrifice a creature of their choice. If a player does, tap this creature and put a +1/+1 counter on it.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Desecration Demon</div><div>2BB</div></div><div><div>Creature -- Demon</div><div>Flying</div><div>At the beginning of each combat, any opponent may sacrifice a creature of their choice. If a player does, tap this creature and put a +1/+1 counter on it.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           |
| <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                      | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                      | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fountainport</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>First strike, deathtouch<br>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br>* You draw a card and lose 1 life.<br>* Destroy target enchantment.<br>* Remove up to three counters from target permanent.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>First strike, deathtouch<br>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br>* You draw a card and lose 1 life.<br>* Destroy target enchantment.<br>* Remove up to three counters from target permanent.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>First strike, deathtouch<br>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br>* You draw a card and lose 1 life.<br>* Destroy target enchantment.<br>* Remove up to three counters from target permanent.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                      |
| <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    | <b>Liliana of the Veil</b> (1)(B)(B)<br>Legendary Planeswalker -- Liliana<br>[+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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Liliana of the Veil 1BB</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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         |
| <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Dread Whispers</b> ①③<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Dread Whispers</b> ①③<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Dread Whispers</b> ①③<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Dread Whispers</b> ①③<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Nowhere to Run</b> ①③<br><hr/> Enchantment<br><hr/> Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                 | <b>Preacher of the Schism</b> ②③<br><hr/> Creature -- Vampire Cleric<br><hr/> Deathtouch<br>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.<br>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.<br><div>2/4</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                             | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                   | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                   |

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| <div>Restless Cottage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Restless Cottage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Scavenging Ooze</div> <div>Creature -- Ooze</div> <div> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                             | <div>Scavenging Ooze</div> <div>Creature -- Ooze</div> <div> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                             |
| <div>Sentinel of the Nameless City</div> <div>Creature -- Merfolk Warrior Scout</div> <div> <p>Vigilance</p> <p>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <div>Sheoldred's Edict</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a nontoken creature of their choice.</li> <li>* Each opponent sacrifices a creature token of their choice.</li> <li>* Each opponent sacrifices a planeswalker of their choice.</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sheoldred, the Apocalypse</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sheoldred, the Apocalypse</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Soulstone Sanctuary</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Soulstone Sanctuary</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                             |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                          | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                          | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div><div>{T}: Add {B} or {G}.</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Unholy Annex</div><div>2B</div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div>Ritual Chamber</div><div>3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unholy Annex</div><div>2B</div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div>Ritual Chamber</div><div>3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unholy Annex</div><div>2B</div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div>Ritual Chamber</div><div>3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unholy Annex</div><div>2B</div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div>Ritual Chamber</div><div>3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Aclazotz, Deepest Betrayal</div><div>Card</div><div>[sideboard]</div><div>----- OTHER FACE -----</div><div>Aclazotz, Deepest Betrayal</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Choking Miasma</div><div>1BB</div><div>Sorcery</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>If this spell was kicked, put a +1/+1 counter on a creature you control.<br/>All creatures get -2/-2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div>Choking Miasma</div><div>1BB</div><div>Sorcery</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>If this spell was kicked, put a +1/+1 counter on a creature you control.<br/>All creatures get -2/-2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div>Dreams of Steel and Oil</div><div>B</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                               |

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| <div> <b>Dreams of Steel and Oil</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                   | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                              | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                              | <div> <b>Gix's Command</b> <span>(3)(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Nissa, Ascended Animist</b> <span>(3)(G)(G)(GP)(GP)</span> </div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p> <p>[-1]: Destroy target artifact or enchantment.</p> <p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>L 7</div> </div> | <div> <b>Tear Asunder</b> <span>(1)(G)</span> </div> <div>Instant</div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Tear Asunder</b> <span>(1)(G)</span> </div> <div>Instant</div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Tranquil Frillback</b> <span>(2)(G)</span> </div> <div>Creature -- Dinosaur</div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/3</div> </div>                                              |

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| <div><div><div>Tranquil Frillback</div><div>26</div></div><div><div>Creature -- Dinosaur</div><div>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br/>* Destroy target artifact or enchantment.<br/>* Exile target player's graveyard.<br/>* You gain 4 life.</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Virtue of Persistence</div><div>5BB</div></div><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>[sideboard]</div><div>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><div>1B</div></div><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><td><div><div><div>Vivien Reid</div><div>3GG</div></div><div><div>Legendary Planeswalker -- Vivien</div><div>[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/>[-3]: Destroy target artifact, enchantment, or creature with flying.<br/>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."</div><div>[sideboard]</div><div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></td></div></td></div> | <div><div><div>Virtue of Persistence</div><div>5BB</div></div><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>[sideboard]</div><div>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><div>1B</div></div><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><td><div><div><div>Vivien Reid</div><div>3GG</div></div><div><div>Legendary Planeswalker -- Vivien</div><div>[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/>[-3]: Destroy target artifact, enchantment, or creature with flying.<br/>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."</div><div>[sideboard]</div><div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></td></div> | <div><div><div>Vivien Reid</div><div>3GG</div></div><div><div>Legendary Planeswalker -- Vivien</div><div>[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/>[-3]: Destroy target artifact, enchantment, or creature with flying.<br/>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."</div><div>[sideboard]</div><div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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