

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {R}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - - -

Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - - -

## Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - - -

## Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - -

## Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

Land - - Swamp Mountain

( $\{T\}$ : Add  $\{B\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

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( $\{T\}$ : Add  $\{B\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**Bloodt~~i~~the Harvester** (B)(R)

Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

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**Bloodtithe Harvester** (B)(R)

Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

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## Land

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Creature -- Cat

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1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Cat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Cat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

Creature -- Cat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

**1/1**

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Sorcery

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## Land

- - - BACK FACE - - -

## Land

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## Instant

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| <div> <div>Deadly Dispute</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Deadly Dispute</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Deadly Dispute</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Den of the Bugbear</div> </div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {R}.</p> <p>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                         |
| <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    |

Playtest cards - Sims, Kristopher - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Fatal Push

**B**

Instant

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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Destroy target creature if it has mana value 2 or less.  
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Destroy target creature if it has mana value 2 or less.  
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## Hive of the Eye Tyrant

Land

If you control two or more other lands, this land enters tapped.

{T}: Add {B}.

{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

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Kroxa, Titan of Death's Hunger (B)(R)

**BR**

Legendary Creature -- Elder Giant

When Kroxa enters, sacrifice it unless it escaped.  
Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life.  
Escape--**{B}{B}{R}{R}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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## Mayhem Devil

① B R

Creature -- Devil

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mayhem Devil

① ② ③

Creature -- Devil

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

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| <b>Mayhem Devil</b> 1 B R<br>Creature -- Devil<br>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mayhem Devil</b> 1 B R<br>Creature -- Devil<br>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                           | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                     | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Overlord of the Balemurk</b> 3 B B<br>Enchantment Creature -- Avatar Horror<br>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overlord of the Balemurk</b> 3 B B<br>Enchantment Creature -- Avatar Horror<br>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scavenger's Talent</b> B<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.<br>{1}{B}: Level 2<br>Whenever you sacrifice a permanent, target player mills two cards.<br>{2}{B}: Level 3<br>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Scavenger's Talent</div> <div> <div>B</div> </div> </div> <div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.</p> <p>{1}{B}: Level 2</p> <p>Whenever you sacrifice a permanent, target player mills two cards.</p> <p>{2}{B}: Level 3</p> <p>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Scavenger's Talent</div> <div> <div>B</div> </div> </div> <div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.</p> <p>{1}{B}: Level 2</p> <p>Whenever you sacrifice a permanent, target player mills two cards.</p> <p>{2}{B}: Level 3</p> <p>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Scavenger's Talent</div> <div> <div>B</div> </div> </div> <div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.</p> <p>{1}{B}: Level 2</p> <p>Whenever you sacrifice a permanent, target player mills two cards.</p> <p>{2}{B}: Level 3</p> <p>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <p>(<b>{T}</b>: Add <b>{R}</b> or <b>{G}</b>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                       |
| <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>(<b>{T}</b>: Add <b>{B}</b>.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Takenuma, Abandoned Mire</div> </div> <div> <div>Legendary Land</div> <div> <p><b>{T}</b>: Add <b>{B}</b>.</p> <p>Channel -- <b>{3}{B}</b>, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs <b>{1}</b> less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                             | <div> <div>Witch's Oven</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p><b>{T}</b>, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "<b>{2}</b>, <b>{T}</b>, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                   | <div> <div>Witch's Oven</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p><b>{T}</b>, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "<b>{2}</b>, <b>{T}</b>, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

①

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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3 B G

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

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B G

Ward--Sacrifice a Food.  
Other creatures are Food artifacts  
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Whenever a Food is put into a  
graveyard from the battlefield, put  
two +1/+1 counters on Ygra.

6/6

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**B G**

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

[sidebar]

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

5/5

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| <div><div><div>Molten Collapse</div><div><div>B</div><div>R</div></div></div><div>Sorcery</div><div>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)<br/>* Destroy target creature or planeswalker.<br/>* Destroy target noncreature, nonland permanent with mana value 1 or less.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ob Nixilis, the Adversary</div><div><div>1</div><div>B</div><div>R</div></div></div><div>Legendary Planeswalker -- Nixilis</div><div>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br/>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br/>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br/>[-7]: Target player draws seven cards and loses 7 life.</div><div>[sideboard]</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>Ob Nixilis, the Adversary</div><div><div>1</div><div>B</div><div>R</div></div></div><div>Legendary Planeswalker -- Nixilis</div><div>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br/>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br/>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br/>[-7]: Target player draws seven cards and loses 7 life.</div><div>[sideboard]</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>Ob Nixilis, the Adversary</div><div><div>1</div><div>B</div><div>R</div></div></div><div>Legendary Planeswalker -- Nixilis</div><div>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br/>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br/>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br/>[-7]: Target player draws seven cards and loses 7 life.</div><div>[sideboard]</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>Path of Peril</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>Destroy all creatures [with mana value 2 or less].</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  | <div><div><div>Path of Peril</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>Destroy all creatures [with mana value 2 or less].</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                    | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

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| <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div> <div>*/*</div> <div>botbox.dev</div> </div> </div> |  |
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