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| <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<br>Legendary Creature -- Phyrexian Angel<br>Flying, vigilance, deathtouch, lifelink<br>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<br>Legendary Creature -- Phyrexian Angel<br>Flying, vigilance, deathtouch, lifelink<br>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<br>Legendary Creature -- Phyrexian Angel<br>Flying, vigilance, deathtouch, lifelink<br>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<br>Legendary Creature -- Phyrexian Angel<br>Flying, vigilance, deathtouch, lifelink<br>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Bitter Triumph</b> ①②<br>Instant<br>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                     | <b>Bitter Triumph</b> ①②<br>Instant<br>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                     | <b>Blooming Marsh</b><br>Land<br>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                  | <b>Blooming Marsh</b><br>Land<br>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.<br>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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cache Grab ① ⑥

## Cache Grab ① ⑥

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cache Grab (1)(G)

## Cache Grab (1)(G)

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cache Grab (1)(G)

## Cache Grab (1)(G)

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Duress** (B)

**Duress** (B)

|         |  |
|---------|--|
| Sorcery |  |
|---------|--|

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Founding the Third Path ①②

## Enchantment - - Saga

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.

II -- Target player mills four cards.

III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Founding the Third Path ①②

Enchantment - - Saga

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.

II -- Target player mills four cards.

III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Founding the Third Path 1U</div> <div>Enchantment -- Saga</div> <div>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)<br/>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.<br/>II -- Target player mills four cards.<br/>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Founding the Third Path 1U</div> <div>Enchantment -- Saga</div> <div>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)<br/>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.<br/>II -- Target player mills four cards.<br/>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Harvester of Misery 3BB</div> <div>Creature -- Spirit</div> <div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Harvester of Misery 3BB</div> <div>Creature -- Spirit</div> <div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                         | <div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                         | <div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div>Hushwood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    |

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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                       | <div> <b>Jace, the Perfected Mind</b> </div> <div> Legendary Planeswalker -- Jace </div> <div> <p>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Until your next turn, up to one target creature gets -3/-0.</p> <p>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</p> <p>[-X]: Target player mills three times X cards.</p> </div> <div> <div>L5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Lumra, Bellow of the Woods</b> </div> <div> Legendary Creature -- Elemental Bear </div> <div> <p>Reach, vigilance</p> <p>Lumra's power and toughness are each equal to the number of lands you control.</p> <p>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  | <div> <b>Lumra, Bellow of the Woods</b> </div> <div> Legendary Creature -- Elemental Bear </div> <div> <p>Reach, vigilance</p> <p>Lumra's power and toughness are each equal to the number of lands you control.</p> <p>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  |
| <div> <b>Lumra, Bellow of the Woods</b> </div> <div> Legendary Creature -- Elemental Bear </div> <div> <p>Reach, vigilance</p> <p>Lumra's power and toughness are each equal to the number of lands you control.</p> <p>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Picklock Prankster</b> </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flying, vigilance</p> </div> <div> <div>1/3</div> <div>----- ADVENTURE -----</div> <div> <b>Free the Fae</b> </div> <div> Instant -- Adventure </div> <div> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                            | <div> <b>Picklock Prankster</b> </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flying, vigilance</p> </div> <div> <div>1/3</div> <div>----- ADVENTURE -----</div> <div> <b>Free the Fae</b> </div> <div> Instant -- Adventure </div> <div> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Picklock Prankster</b> </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flying, vigilance</p> </div> <div> <div>1/3</div> <div>----- ADVENTURE -----</div> <div> <b>Free the Fae</b> </div> <div> Instant -- Adventure </div> <div> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div></div> <div><div>1/3</div></div> <div><div>----- ADVENTURE -----</div><div><div>Free the Fae</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                       | <div><div>Restless Reef</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>  | <div><div>Restless Reef</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>  |
| <div><div>Restless Reef</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                         | <div><div>Squirming Emergence</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Sorcery</div><div>Fathomless descent -- Return to the battlefield target nonland permanent card in your graveyard with mana value less than or equal to the number of permanent cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Squirming Emergence</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Sorcery</div><div>Fathomless descent -- Return to the battlefield target nonland permanent card in your graveyard with mana value less than or equal to the number of permanent cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Squirming Emergence</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Sorcery</div><div>Fathomless descent -- Return to the battlefield target nonland permanent card in your graveyard with mana value less than or equal to the number of permanent cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

1 B G

## Sorcery

Fathomless descent -- Return to the battlefield target nonland permanent card in your graveyard with mana value less than or equal to the number of permanent cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Sorcery

Fathomless descent -- All creatures get -X/-X until end of turn, where X is the number of permanent cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

## Enchantment - Saga

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.

II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

III -- Put target creature card from a graveyard onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Underground Mortuary

Land - - Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

## Sorcery

Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.

- \* Return target nonland permanent to its owner's hand.
- \* Target opponent discards a card.
- \* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Sorcery

Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.

- \* Return target nonland permanent to its owner's hand.
- \* Target opponent discards a card.
- \* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Wail of the Forgotten</div><div>U</div><div>B</div></div> <div>Sorcery</div> <div>Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.<br/>* Return target nonland permanent to its owner's hand.<br/>* Target opponent discards a card.<br/>* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                             | <div><div>Wail of the Forgotten</div><div>U</div><div>B</div></div> <div>Sorcery</div> <div>Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.<br/>* Return target nonland permanent to its owner's hand.<br/>* Target opponent discards a card.<br/>* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Yavimaya Coast</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div><div>Yavimaya Coast</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           |
| <div><div>Aclazotz, Deepest Betrayal</div><div>3</div><div>B</div><div>B</div></div> <div>Legendary Creature -- Bat God</div> <div>Flying, lifelink<br/>Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.<br/>Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.<br/>When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.</div> <div>[sideboard]</div> <div>4/4</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Temple of the Dead</div></div> <div>Land</div> <div>(Transforms from Aclazotz, Deepest Betrayal.)<br/>{T}: Add {B}.<br/>{2}{B}, {T}: Transform this land.<br/>Activate only if a player has one or fewer cards in hand and only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>B</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>Duress</div><div>B</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>Duress</div><div>B</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> |

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| <div><div>Ghost Vacuum</div><div>1</div></div> <div>Artifact</div> <div><p>{T}: Exile target card from a graveyard.</p><p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Into the Flood Maw</div><div>U</div></div> <div>Instant</div> <div><p>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Jace, the Perfected Mind</div><div>2UUP</div></div> <div>Legendary Planeswalker -- Jace</div> <div><p>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p><p>[+1]: Until your next turn, up to one target creature gets -3/-0.</p><p>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</p><p>[-X]: Target player mills three times X cards.</p><p>[sideboard]</p></div> <div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Nissa, Ascended Animist</div><div>3GGGP</div></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>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Nowhere to Run</div><div>1B</div></div> <div>Enchantment</div> <div><p>Flash</p><p>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.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>             | <div><div>Nowhere to Run</div><div>1B</div></div> <div>Enchantment</div> <div><p>Flash</p><p>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.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                     | <div><div>Soul-Guide Lantern</div><div>1</div></div> <div>Artifact</div> <div><p>When this artifact enters, exile target card from a graveyard.</p><p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p><p>{1}, {T}, Sacrifice this artifact: Draw a card.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                  | <div><div>Tear Asunder</div><div>1G</div></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>                                                                                                                                                                                                                                                                       |

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| <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <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 --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <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 --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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