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| <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |
| <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                     | <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Chord of Calling XGGG</div><div>Instant</div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           |
| <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Green Sun's Zenith</div><div>XG</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Green Sun's Zenith</div><div>XG</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Green Sun's Zenith</div><div>XG</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Green Sun's Zenith</b> (X)(G)</p> <p>Sorcery</p> <p>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Grist, the Hunger Tide</b> (1)(B)(G)</p> <p>Legendary Planeswalker -- Grist</p> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Grist, the Hunger Tide</b> (1)(B)(G)</p> <p>Legendary Planeswalker -- Grist</p> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Grist, the Hunger Tide</b> (1)(B)(G)</p> <p>Legendary Planeswalker -- Grist</p> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Hapatra, Vizier of Poisons</b> (B)(G)</p> <p>Legendary Creature -- Human Cleric</p> <p>Whenever Hapatra deals combat damage to a player, you may put a -1/-1 counter on target creature.</p> <p>Whenever you put one or more -1/-1 counters on a creature, create a 1/1 green Snake creature token with deathtouch.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Malevolent Rumble</b> (1)(G)</p> <p>Sorcery</p> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                | <p><b>Malevolent Rumble</b> (1)(G)</p> <p>Sorcery</p> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                | <p><b>Orcish Bowmasters</b> (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                  |

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| <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Outland Liberator</div><div>1G</div></div><div>Creature -- Human Werewolf</div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div><div>----- BACK FACE -----</div><div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/>Whenever this creature attacks, destroy target artifact or enchantment defending player controls.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Overgrown Tomb</div><div></div></div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                            |
| <div><div><div>Overgrown Tomb</div><div></div></div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><div>Prosperous Innkeeper</div><div>1G</div></div><div>Creature -- Halfling Citizen</div><div>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>Whenever another creature you control enters, you gain 1 life.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scavenging Ooze</div><div>1G</div></div><div>Creature -- Ooze</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Shifting Woodland</div><div></div></div><div>Land</div><div>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        |

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| <div>Walking Ballista (X)(X)</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Wall of Roots (1)(G)</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Wall of Roots (1)(G)</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                             | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                           |
| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                              | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Yawgmoth, Thran Physician (2)(B)(B)</div> <div>Legendary Creature -- Human Cleric</div> <div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Yawgmoth, Thran Physician (2)(B)(B)</div> <div>Legendary Creature -- Human Cleric</div> <div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Yawgmoth, Thran Physician</div><div>2BB</div></div><div>Legendary Creature -- Human Cleric</div><div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Yawgmoth, Thran Physician</div><div>2BB</div></div><div>Legendary Creature -- Human Cleric</div><div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Young Wolf</div><div>G</div></div><div>Creature -- Wolf</div><div>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Young Wolf</div><div>G</div></div><div>Creature -- Wolf</div><div>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div><div><div>Abrupt Decay</div><div>BG</div></div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div><div>Culling Ritual</div><div>2BG</div></div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div><div>Culling Ritual</div><div>2BG</div></div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Endurance<div>1GG</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Vigor<div>2GG</div></div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Vigor<div>2GG</div></div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fulminator Mage<div>1BRBR</div></div><div>Creature -- Elemental Shaman</div><div>Sacrifice this creature: Destroy target nonbasic land.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             |
| <div><div>Fulminator Mage<div>1BRBR</div></div><div>Creature -- Elemental Shaman</div><div>Sacrifice this creature: Destroy target nonbasic land.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>Fulminator Mage<div>1BRBR</div></div><div>Creature -- Elemental Shaman</div><div>Sacrifice this creature: Destroy target nonbasic land.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Fulminator Mage<div>1BRBR</div></div><div>Creature -- Elemental Shaman</div><div>Sacrifice this creature: Destroy target nonbasic land.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Soulless Jailer<div>2</div></div><div>Artifact Creature -- Phyrexian Golem</div><div>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</div><div>[sideboard]</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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