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| <div><div><div>Allosaurus Shepherd</div><div>6</div></div><div>Creature -- Elf Shaman</div><div><p>This spell can't be countered. Green spells you control can't be countered.</p><p>{4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                       | <div><div><div>Allosaurus Shepherd</div><div>6</div></div><div>Creature -- Elf Shaman</div><div><p>This spell can't be countered. Green spells you control can't be countered.</p><p>{4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Allosaurus Shepherd</div><div>6</div></div><div>Creature -- Elf Shaman</div><div><p>This spell can't be countered. Green spells you control can't be countered.</p><p>{4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Allosaurus Shepherd</div><div>6</div></div><div>Creature -- Elf Shaman</div><div><p>This spell can't be countered. Green spells you control can't be countered.</p><p>{4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Atraxa, Grand Unifier</div><div>36WUB</div></div><div>Legendary Creature -- Phyrexian Angel</div><div><p>Flying, vigilance, deathtouch, lifelink</p><p>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.)</p></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bayou</div></div><div>Land -- Swamp Forest</div><div><p>{T}: Add {B} or {G}.)</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                         | <div><div><div>Bayou</div></div><div>Land -- Swamp Forest</div><div><p>{T}: Add {B} or {G}.)</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                         | <div><div><div>Bayou</div></div><div>Land -- Swamp Forest</div><div><p>{T}: Add {B} or {G}.)</p></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                         |

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| <b>Birchlore Rangers</b> ⑥<br>Creature -- Elf Druid Ranger<br>Tap two untapped Elves you control: Add one mana of any color.<br>Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Birchlore Rangers</b> ⑥<br>Creature -- Elf Druid Ranger<br>Tap two untapped Elves you control: Add one mana of any color.<br>Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Birchlore Rangers</b> ⑥<br>Creature -- Elf Druid Ranger<br>Tap two untapped Elves you control: Add one mana of any color.<br>Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                | <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.                                                                                               |
| <b>Craterhoof Behemoth</b> ⑤⑥⑥⑥<br>Creature -- Beast<br>Haste<br>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                      | <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                    | <b>Eladamri, Korvecdal</b> ①⑥⑥<br>Legendary Creature -- Elf Warrior<br>You may look at the top card of your library any time.<br>You may cast creature spells from the top of your library.<br>{G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Eladamri, Korvecdal</b> ①⑥⑥<br>Legendary Creature -- Elf Warrior<br>You may look at the top card of your library any time.<br>You may cast creature spells from the top of your library.<br>{G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Eladamri, Korvecdal</div><div><div>1</div><div>6</div><div>6</div></div></div><div><div>Legendary Creature -- Elf Warrior</div><div>You may look at the top card of your library any time.<br/>You may cast creature spells from the top of your library.<br/>{G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn.</div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Elvish Visionary</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Gaea's Cradle</div><div>Legendary Land</div></div><div><div>{T}: Add {G} for each creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                         | <div><div><div>Gaea's Cradle</div><div>Legendary Land</div></div><div><div>{T}: Add {G} for each creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Gaea's Cradle</div><div>Legendary Land</div></div><div><div>{T}: Add {G} for each creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div><div>Green Sun's Zenith</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Green Sun's Zenith</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Heritage Druid</div><div>Creature -- Elf Druid</div><div>Tap three untapped Elves you control: Add {G}{G}{G}.</div></div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Heritage Druid</div><div>Creature -- Elf Druid</div><div>Tap three untapped Elves you control: Add {G}{G}{G}.</div></div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Heritage Druid</div><div>Creature -- Elf Druid</div><div>Tap three untapped Elves you control: Add {G}{G}{G}.</div></div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |

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| <div><div>Heritage Druid</div><div>6</div><div>Creature -- Elf Druid</div><div>Tap three untapped Elves you control: Add {G}{G}{G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Keen-Eyed Curator</div><div>66</div><div>Creature -- Raccoon Scout</div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leaf-Crowned Visionary</div><div>66</div><div>Creature -- Elf Druid</div><div>Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |
| <div><div>Misty Rainforest</div><div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Misty Rainforest</div><div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Natural Order</div><div>266</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Natural Order</div><div>2GG</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Natural Order</div><div>2GG</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nettle Sentinel</div><div>G</div></div><div>Creature -- Elf Warrior</div><div>This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nettle Sentinel</div><div>G</div></div><div>Creature -- Elf Warrior</div><div>This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Nettle Sentinel</div><div>G</div></div><div>Creature -- Elf Warrior</div><div>This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Nettle Sentinel</div><div>G</div></div><div>Creature -- Elf Warrior</div><div>This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Quirion Ranger</div><div>G</div></div><div>Creature -- Elf Ranger</div><div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div><div>Reclamation Sage</div><div>2G</div></div><div>Creature -- Elf Shaman</div><div>When this creature enters, you may destroy target artifact or enchantment.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |

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| <div><div>Sylvan Anthem</div><div><div>G</div><div>G</div></div><div>Enchantment</div><div>Green creatures you control get +1/+1.<br/>Whenever a green creature you control enters, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Anthem</div><div><div>G</div><div>G</div></div><div>Enchantment</div><div>Green creatures you control get +1/+1.<br/>Whenever a green creature you control enters, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Anthem</div><div><div>G</div><div>G</div></div><div>Enchantment</div><div>Green creatures you control get +1/+1.<br/>Whenever a green creature you control enters, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Anthem</div><div><div>G</div><div>G</div></div><div>Enchantment</div><div>Green creatures you control get +1/+1.<br/>Whenever a green creature you control enters, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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| <div><div>Wirewood Symbiote</div><div>⑥</div></div> <div>Creature -- Insect</div> <div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wirewood Symbiote</div><div>⑥</div></div> <div>Creature -- Insect</div> <div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wirewood Symbiote</div><div>⑥</div></div> <div>Creature -- Insect</div> <div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wirewood Symbiote</div><div>⑥</div></div> <div>Creature -- Insect</div> <div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Abrupt Decay</div><div>Ⓑ⑥</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>Abrupt Decay</div><div>Ⓑ⑥</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>Abrupt Decay</div><div>Ⓑ⑥</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>Collector Ouphe</div><div>①⑥</div></div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           |

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| <div><div><div>Endurance</div><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><div>Endurance</div><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><div>Endurance</div><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><div>Endurance</div><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><div>Force of Vigor</div><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><div>Force of Vigor</div><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><div>Mindbreak Trap</div><div>2UU</div></div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div><div>Mindbreak Trap</div><div>2UU</div></div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</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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