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| <b>Archangel of Wrath</b> (2)(W)(W)<br><hr/> Creature -- Angel<br><hr/> Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)<br>Flying, lifelink<br>When this creature enters, if it was kicked, it deals 2 damage to any target.<br>When this creature enters, if it was kicked twice, it deals 2 damage to any target.<br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 | <b>Beseech the Mirror</b> (1)(B)(B)(B)<br><hr/> Sorcery<br><hr/> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Beseech the Mirror</b> (1)(B)(B)(B)<br><hr/> Sorcery<br><hr/> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Beseech the Mirror</b> (1)(B)(B)(B)<br><hr/> Sorcery<br><hr/> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
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| <div><div><b>Blazemire Verge</b></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |
| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Castle Lothwain</b></div><div>Land</div><div>This land enters tapped unless you control a Swamp.<br/>{T}: Add {B}.<br/>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Demonic Pact</b><div>2BB</div></div><div>Enchantment</div><div>At the beginning of your upkeep, choose one that hasn't been chosen --<br/>* This enchantment deals 4 damage to any target and you gain 4 life.<br/>* Target opponent discards two cards.<br/>* Draw two cards.<br/>* You lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Demonic Pact</b><div>2BB</div></div><div>Enchantment</div><div>At the beginning of your upkeep, choose one that hasn't been chosen --<br/>* This enchantment deals 4 damage to any target and you gain 4 life.<br/>* Target opponent discards two cards.<br/>* Draw two cards.<br/>* You lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Demonic Pact</div><div>2BB</div></div><div>Enchantment</div><div>At the beginning of your upkeep, choose one that hasn't been chosen --<br/>* This enchantment deals 4 damage to any target and you gain 4 life.<br/>* Target opponent discards two cards.<br/>* Draw two cards.<br/>* You lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div><div>Disturbing Mirth</div><div>BR</div></div><div>Enchantment</div><div>When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Disturbing Mirth</div><div>BR</div></div><div>Enchantment</div><div>When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Disturbing Mirth</div><div>BR</div></div><div>Enchantment</div><div>When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Disturbing Mirth</div><div>BR</div></div><div>Enchantment</div><div>When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Doom Foretold</div><div>2WB</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Doom Foretold</div><div>2WB</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Doom Foretold</div><div>2WB</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |

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| <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> |
| <div><div>Fatal Push (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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Fatal Push (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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

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| <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div><div>({T}: Add {W} or {B}.)</div><div>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 PLAY</div><div>botbox.dev</div></div></div> | <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div><div>({T}: Add {W} or {B}.)</div><div>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 PLAY</div><div>botbox.dev</div></div></div> | <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div><div>({T}: Add {W} or {B}.)</div><div>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 PLAY</div><div>botbox.dev</div></div></div> | <div><div>Harmless Offering<div>2R</div></div><div>Sorcery</div><div>Target opponent gains control of target permanent you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            |
| <div><div>Haunted Ridge</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {B} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         | <div><div>Haunted Ridge</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {B} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         | <div><div>Haunted Ridge</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {B} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         | <div><div>Haunted Ridge</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {B} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        |
| <div><div>Kaya's Wrath</div><div>WWBB</div></div> <div>Sorcery</div> <div>Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                  | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                      | <div><div>Rite of Oblivion</div><div>WB</div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a nonland permanent.<br/>Exile target nonland permanent.<br/>Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Rite of Oblivion</div><div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a nonland permanent.<br/>Exile target nonland permanent.<br/>Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>Savai Triome</div> <div>Land -- Mountain Plains Swamp</div> <div>{T}: Add {R}, {W}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |
| <div>Savai Triome</div> <div>Land -- Mountain Plains Swamp</div> <div>{T}: Add {R}, {W}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div>Savai Triome</div> <div>Land -- Mountain Plains Swamp</div> <div>{T}: Add {R}, {W}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Savai Triome</div> <div>Land -- Mountain Plains Swamp</div> <div>{T}: Add {R}, {W}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shambling Vent</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Shambling Vent</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |
| <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>( {T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>( {T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Thoughtseize</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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Thoughtseize</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Thoughtseize</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Thoughtseize</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div><div><div>Tinybones Joins Up</div><div>B</div></div><div>Legendary Enchantment</div><div>When Tinybones Joins Up enters, any number of target players each discard a card. Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |
| <div><div><div>Tinybones Joins Up</div><div>B</div></div><div>Legendary Enchantment</div><div>When Tinybones Joins Up enters, any number of target players each discard a card. Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tinybones Joins Up</div><div>B</div></div><div>Legendary Enchantment</div><div>When Tinybones Joins Up enters, any number of target players each discard a card. Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this enchantment enters, draw three cards.

Whenever you cast a spell, you lose 1 life.

When this enchantment becomes the target of a spell or ability, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this enchantment enters, draw three cards.

Whenever you cast a spell, you lose 1 life.

When this enchantment becomes the target of a spell or ability, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this enchantment enters, draw three cards.

Whenever you cast a spell, you lose 1 life.

When this enchantment becomes the target of a spell or ability, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this enchantment enters, draw three cards.  
Whenever you cast a spell, you lose 1 life.  
When this enchantment becomes the target of a spell or ability, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, target opponent sacrifices a creature of their choice.

When a Cartouche you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, target opponent sacrifices a creature of their choice.

When a Cartouche you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, target opponent sacrifices a creature of their choice.

When a Cartouche you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

sheet 10/12 - 8 cards - 2.5 x 3.5 in each

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| <b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)<br>Legendary Creature -- Bird Serpent<br>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>Flying<br>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                  | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev            | <b>Fatal Push</b> (B)<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                               | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heliod's Intervention</b> (X)(W)(W)<br>Instant<br>Choose one --<br>* Destroy X target artifacts and/or enchantments.<br>* Target player gains twice X life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heliod's Intervention</b> (X)(W)(W)<br>Instant<br>Choose one --<br>* Destroy X target artifacts and/or enchantments.<br>* Target player gains twice X life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                          |

Playtest cards - SB36 - Explorer (Holiday Night Magic)

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.

sheet 11/12 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Invoke Despair</b> ①B B B B</p> <p>Sorcery</p> <p>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                       | <p><b>Invoke Despair</b> ①B B B B</p> <p>Sorcery</p> <p>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     | <p><b>Invoke Despair</b> ①B B B B</p> <p>Sorcery</p> <p>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                | <p><b>Kalitas, Traitor of Ghet</b> ②B B</p> <p>Legendary Creature -- Vampire Warrior</p> <p>Lifelink<br/>If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.<br/>{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                  |
| <p><b>Krenko's Buzzcrusher</b> ②R R</p> <p>Artifact Creature -- Insect Thopter</p> <p>Flying, trample<br/>When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Slaughter Games</b> ②B R</p> <p>Sorcery</p> <p>This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Torch the Tower</b> R</p> <p>Instant</p> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Yorion, Sky Nomad</b> ③W/U W/U</p> <p>Legendary Creature -- Bird Serpent</p> <p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Flying<br/>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - SB36 - Explorer (Holiday Night Magic)

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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.

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