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| <div> <div>Aether Hub</div> <div>Land</div> <div> <p>When this land enters, you get {E} (an energy counter).</p> <p>{T}: Add {C}.</p> <p>{T}, Pay {E}: Add one mana of any color.</p> </div> <div>1/2</div> <div> <div>Aether Hub</div> <div>Land</div> <div> <p>When this land enters, you get {E} (an energy counter).</p> <p>{T}: Add {C}.</p> <p>{T}, Pay {E}: Add one mana of any color.</p> </div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Aether Hub</div> <div>Land</div> <div> <p>When this land enters, you get {E} (an energy counter).</p> <p>{T}: Add {C}.</p> <p>{T}, Pay {E}: Add one mana of any color.</p> </div> <div>1/2</div> <div> <div>Aether Hub</div> <div>Land</div> <div> <p>When this land enters, you get {E} (an energy counter).</p> <p>{T}: Add {C}.</p> <p>{T}, Pay {E}: Add one mana of any color.</p> </div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div>1/2</div> </div> <div> <div>BACK FACE</div> <div> <div>Ajani, Nacatl Avenger</div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div>L 3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div>1/2</div> </div> <div> <div>BACK FACE</div> <div> <div>Ajani, Nacatl Avenger</div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div>L 3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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| <div><div><div>Arid Mesa</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      | <div><div><div>Blood Crypt</div></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><div>Blood Crypt</div></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><div>Bloodstained Mire</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain 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><b>Fatal Push</b> B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fatal Push</b> B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fatal Push</b> B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><b>Fatal Push</b> B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |

## Goblin Bombardment

① R

## Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Goblin Bombardment

①②R

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Godless Shrine

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guide of Souls

W

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Guide of Souls</b> (W)<br><hr/> Creature -- Human Cleric<br><hr/> <p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Jegantha, the Wellspring</b> (4)(R/G)<br><hr/> Legendary Creature -- Elemental Elk<br><hr/> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/> {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Marionette Apprentice</b> (1)(B)<br><hr/> Creature -- Human Artificer<br><hr/> <p>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br/> Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Marionette Apprentice</b> (1)(B)<br><hr/> Creature -- Human Artificer<br><hr/> <p>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br/> Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Marionette Apprentice</b> (1)(B)<br><hr/> Creature -- Human Artificer<br><hr/> <p>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br/> Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>             | <b>Marsh Flats</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                 | <b>Marsh Flats</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                    | <b>Marsh Flats</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                    |

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| <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                      | <div>Ocelot Pride</div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ocelot Pride</div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ocelot Pride</div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Ocelot Pride</div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Orcish Bowmasters</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 PLAY botbox.dev</div>                                                                                                                                                          | <div>Orcish Bowmasters</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 PLAY botbox.dev</div>                                                                                                                                                          | <div>Orcish Bowmasters</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 PLAY botbox.dev</div>                                                                                                                                                          |

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| <div> <b>Orcish Bowmasters</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Orc Archer         </div> <div> <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> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Phlage, Titan of Fire's Fury</b> <div> <div>1</div> <div>R</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Elder Giant         </div> <div> <p>When Phlage enters, sacrifice it unless it escaped.</p> <p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p> <p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Phlage, Titan of Fire's Fury</b> <div> <div>1</div> <div>R</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Elder Giant         </div> <div> <p>When Phlage enters, sacrifice it unless it escaped.</p> <p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p> <p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Phyrexian Tower</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice a creature: Add {B}{B}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                        |
| <div> <b>Plains</b> </div> <div>           Basic Land -- Plains         </div> <div> <p>{T}: Add {W}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                           | <div> <b>Raucous Theater</b> </div> <div>           Land -- Swamp Mountain         </div> <div> <p>{T}: Add {B} or {R}.</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                             | <div> <b>Sacred Foundry</b> </div> <div>           Land -- Mountain Plains         </div> <div> <p>{T}: Add {R} or {W}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                  | <div> <b>Shadowy Backstreet</b> </div> <div>           Land -- Plains Swamp         </div> <div> <p>{T}: Add {W} or {B}.</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div><div>Silent Clearing</div><div>Land</div><div>{T}, Pay 1 life: Add {W} or {B}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><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><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |
| <div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bonecrusher Giant</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.<br/><br/>[sideboard]</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn.<br/>Stomp deals 2 damage to any target.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Claim the Firstborn</div><div>Sorcery</div><div>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.<br/><br/>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Claim the Firstborn</div><div>Sorcery</div><div>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.<br/><br/>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Drannith Magistrate</b> ①①W<br>Creature -- Human Wizard<br>Your opponents can't cast spells from anywhere other than their hands.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                  | <b>Drannith Magistrate</b> ①①W<br>Creature -- Human Wizard<br>Your opponents can't cast spells from anywhere other than their hands.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                  | <b>Jegantha, the Wellspring</b> ④④R/G<br>Legendary Creature -- Elemental Elk<br>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ob Nixilis, the Adversary</b> ①B③R<br>Legendary Planeswalker -- Nixilis<br>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br>[-7]: Target player draws seven cards and loses 7 life.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Ob Nixilis, the Adversary</b> ①B③R<br>Legendary Planeswalker -- Nixilis<br>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br>[-7]: Target player draws seven cards and loses 7 life.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ob Nixilis, the Adversary</b> ①B③R<br>Legendary Planeswalker -- Nixilis<br>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br>[-7]: Target player draws seven cards and loses 7 life.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thoughtseize</b> B<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                 | <b>Thoughtseize</b> B<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                            |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Destroy target artifact.  
Fuse (You may cast one or both halves  
of this card from your hand.)

W

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact.  
Fuse (You may cast one or both halves  
of this card from your hand.)

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Destroy target enchantment.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev