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| <b>Bloodghast</b> <b>B</b> <b>B</b><br><hr/> Creature -- Vampire Spirit<br><hr/> <p>This creature can't block.<br/> This creature has haste as long as an opponent has 10 or less life.<br/> Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Bloodghast</b> <b>B</b> <b>B</b><br><hr/> Creature -- Vampire Spirit<br><hr/> <p>This creature can't block.<br/> This creature has haste as long as an opponent has 10 or less life.<br/> Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Bloodghast</b> <b>B</b> <b>B</b><br><hr/> Creature -- Vampire Spirit<br><hr/> <p>This creature can't block.<br/> This creature has haste as long as an opponent has 10 or less life.<br/> Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Bloodghast</b> <b>B</b> <b>B</b><br><hr/> Creature -- Vampire Spirit<br><hr/> <p>This creature can't block.<br/> This creature has haste as long as an opponent has 10 or less life.<br/> Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                        | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                        | <b>Carrion Feeder</b> <b>B</b><br><hr/> Creature -- Zombie<br><hr/> <p>This creature can't block.<br/> Sacrifice a creature: Put a +1/+1 counter on this creature.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                            | <b>Carrion Feeder</b> <b>B</b><br><hr/> Creature -- Zombie<br><hr/> <p>This creature can't block.<br/> Sacrifice a creature: Put a +1/+1 counter on this creature.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                            |

**B**

This creature can't block.  
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

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**B**

This creature can't block.  
Sacrifice a creature: Put a +1/+1  
counter on this creature.

1/1

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3 B

Flying, haste  
At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield.

3/2

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3 B

Flying, haste  
At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Flying, haste  
At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Flying, haste  
At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

When this creature enters, mill three cards.  
This creature gets +2/+0 for every seven cards in your graveyard.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

When this creature enters, mill three cards.  
This creature gets +2/+0 for every seven cards in your graveyard.

1/2

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| <b>Dark Matter Manipulator</b> <span>(B)</span><br>Creature -- Human Warlock<br>When this creature enters, mill three cards.<br>This creature gets +2/+0 for every seven cards in your graveyard.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Dark Matter Manipulator</b> <span>(B)</span><br>Creature -- Human Warlock<br>When this creature enters, mill three cards.<br>This creature gets +2/+0 for every seven cards in your graveyard.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Eyetwitch</b> <span>(B)</span><br>Creature -- Eye Bat<br>Flying<br>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                     | <b>Eyetwitch</b> <span>(B)</span><br>Creature -- Eye Bat<br>Flying<br>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                     |
| <b>Eyetwitch</b> <span>(B)</span><br>Creature -- Eye Bat<br>Flying<br>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Eyetwitch</b> <span>(B)</span><br>Creature -- Eye Bat<br>Flying<br>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Flare of Malice</b> <span>(2)(B)(B)</span><br>Instant<br>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Flare of Malice</b> <span>(2)(B)(B)</span><br>Instant<br>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lotleth Troll</div><div>BG</div></div><div>Creature -- Zombie Troll</div><div>Trample<br/>Discard a creature card: Put a +1/+1 counter on this creature.<br/>{B}: Regenerate this creature.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lotleth Troll</div><div>BG</div></div><div>Creature -- Zombie Troll</div><div>Trample<br/>Discard a creature card: Put a +1/+1 counter on this creature.<br/>{B}: Regenerate this creature.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lotleth Troll</div><div>BG</div></div><div>Creature -- Zombie Troll</div><div>Trample<br/>Discard a creature card: Put a +1/+1 counter on this creature.<br/>{B}: Regenerate this creature.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div><div>Lotleth Troll</div><div>BG</div></div><div>Creature -- Zombie Troll</div><div>Trample<br/>Discard a creature card: Put a +1/+1 counter on this creature.<br/>{B}: Regenerate this creature.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div><div>Marsh Flats</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                          | <div><div><div>Marsh Flats</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                          |

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| <div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          |
| <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Spymaster's Vault</div><div>Land</div><div>This land enters tapped unless you control a Swamp.<br/>{T}: Add {B}.<br/>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Spymaster's Vault</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Swamp.<br/> {T}: Add {B}.<br/> {B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Stitcher's Supplier</b> <sup>(B)</sup><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Stitcher's Supplier</b> <sup>(B)</sup><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Stitcher's Supplier</b> <sup>(B)</sup><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                      |
| <b>Stitcher's Supplier</b> <sup>(B)</sup><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                         | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> <p>(T): Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                 | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> <p>(T): Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                 | <b>Timeline Culler</b> <sup>(B)(B)</sup><br><hr/> Creature -- Drix Warlock<br><hr/> <p>Haste<br/> You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Timeline Culler</b> (B)(B)<br>Creature -- Drix Warlock<br><hr/> Haste<br>You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Underground Mortuary</b><br>Land -- Swamp Forest<br><hr/> ({T}: Add {B} or {G}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>       | <b>Urborg, Tomb of Yawgmoth</b><br>Legendary Land<br><hr/> Each land is a Swamp in addition to its other land types.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br><hr/> Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br><hr/> Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                              | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br><hr/> Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br><hr/> Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Verdant Catacombs</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                             |

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| <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Witherbloom Charm</div><div>Instant</div><div>Choose one --<br/>* You may sacrifice a permanent. If you do, draw two cards.<br/>* You gain 5 life.<br/>* Destroy target nonland permanent with mana value 2 or less.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     | <div><div><div>Witherbloom Charm</div><div>Instant</div><div>Choose one --<br/>* You may sacrifice a permanent. If you do, draw two cards.<br/>* You gain 5 life.<br/>* Destroy target nonland permanent with mana value 2 or less.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         |
| <div><div><div>Culling Ritual</div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Culling Ritual</div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dai Li Indoctrination</div><div>Sorcery -- Lesson</div><div>Choose one --<br/>* Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.<br/>* Earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Decorum Dissertation</div><div>Sorcery -- Lesson</div><div>Target player draws two cards and loses 2 life.<br/>Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Fatal Push</div><div>B</div></div> <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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                           | <div><div>Nihil Spellbomb</div><div>1</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div><div>Nihil Spellbomb</div><div>1</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Origin of Metalbending</div><div>1G</div></div> <div>Instant -- Lesson</div> <div>Choose one --<br/>* Destroy target artifact or enchantment.<br/>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Ruinous Waterbending</div><div>1BB</div></div> <div>Sorcery -- Lesson</div> <div>As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)<br/>All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Seismic Sense</div><div>G</div></div> <div>Sorcery -- Lesson</div> <div>Look at the top X cards of your library, where X is the number of lands you control. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           |

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| <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Witherbloom Charm</div> <div> <div>B</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* You may sacrifice a permanent. If you do, draw two cards.</li> <li>* You gain 5 life.</li> <li>* Destroy target nonland permanent with mana value 2 or less.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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