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| <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                               | <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                               | <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                               | <div> <b>Acererak the Archlich</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Zombie Wizard         </div> <div> <p>When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.</p> </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Atraxa, Grand Unifier</b> <span>3</span><span>G</span><span>W</span><span>U</span><span>B</span> </div> <div>           Legendary Creature -- Phyrexian Angel         </div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Atraxa, Grand Unifier</b> <span>3</span><span>G</span><span>W</span><span>U</span><span>B</span> </div> <div>           Legendary Creature -- Phyrexian Angel         </div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Atraxa, Grand Unifier</b> <span>3</span><span>G</span><span>W</span><span>U</span><span>B</span> </div> <div>           Legendary Creature -- Phyrexian Angel         </div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Blooming Marsh</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                         |

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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                              |

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| <b>Botanical Sanctum</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {U}.                                                                                                           | <b>Breeding Pool</b><br><hr/> Land -- Forest Island<br><hr/> ({T}: Add {G} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                        | <b>Breeding Pool</b><br><hr/> Land -- Forest Island<br><hr/> ({T}: Add {G} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                        | <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. |
| <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. | <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. | <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. | <b>Elvish Mystic</b> ⑥<br><hr/> Creature -- Elf Druid<br><hr/> {T}: Add {G}.                                                                                                                                                                           |

**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

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2 G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

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① ② ③

When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
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| <b>Honest Rutstein</b> ①②③<br>Legendary Creature -- Human Warlock<br>When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br>Creature spells you cast cost {1} less to cast.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            | <b>Honest Rutstein</b> ①②③<br>Legendary Creature -- Human Warlock<br>When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br>Creature spells you cast cost {1} less to cast.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            | <b>Honest Rutstein</b> ①②③<br>Legendary Creature -- Human Warlock<br>When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br>Creature spells you cast cost {1} less to cast.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            | <b>Jegantha, the Wellspring</b> ④⑤⑥<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><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Kinnan, Bonder Prodigy</b> ⑥⑦<br>Legendary Creature -- Human Druid<br>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.<br>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kinnan, Bonder Prodigy</b> ⑥⑦<br>Legendary Creature -- Human Druid<br>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.<br>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kinnan, Bonder Prodigy</b> ⑥⑦<br>Legendary Creature -- Human Druid<br>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.<br>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> ⑧<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                        |

**G**

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ©

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

{T}: Add {U}.  
Channel -- {3}{U}, Discard this  
card: Return target artifact,  
creature, enchantment, or  
planeswalker to its owner's hand.  
This ability costs {1} less to  
activate for each legendary creature  
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Swamp Forest

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Plaza of Heroes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a legendary spell.</p><p>{T}: Add one mana of any color among legendary permanents you control.</p><p>{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plaza of Heroes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a legendary spell.</p><p>{T}: Add one mana of any color among legendary permanents you control.</p><p>{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plaza of Heroes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a legendary spell.</p><p>{T}: Add one mana of any color among legendary permanents you control.</p><p>{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plaza of Heroes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a legendary spell.</p><p>{T}: Add one mana of any color among legendary permanents you control.</p><p>{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Relic of Legends③</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Relic of Legends③</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Relic of Legends③</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Relic of Legends③</div><div>Artifact</div><div><p>{T}: Add one mana of any color.</p><p>Tap an untapped legendary creature you control: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 |

Rona, Herald of Invasion

Legendary Creature -- Human Wizard

Whenever you cast a legendary spell, untap Rona.  
{T}: Draw a card, then discard a card.  
{5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)

1/3

BACK FACE

Rona, Tolarian Obliterator

Legendary Creature -- Phyrexian Wizard

Trample  
Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control. Otherwise, you may cast it without paying its mana cost.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Legendary Creature -- Human Wizard

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1/3

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rona, Herald of Invasion

Legendary Creature -- Human Wizard

Whenever you cast a legendary spell, untap Rona.  
{T}: Draw a card, then discard a card.  
{5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)

1/3

BACK FACE

Rona, Tolarian Obliterator

Legendary Creature -- Phyrexian Wizard

Trample  
Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control. Otherwise, you may cast it without paying its mana cost.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.  
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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Assassin's Trophy

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Back to Nature

Instant

Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Back to Nature

Instant

Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

**B**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

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.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div><div><div><div></div><div><b>Tamiyo's Safekeeping</b></div><div><div>Ⓞ</div></div></div></div><div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Thoughtseize</b></div><div><div>ⓑ</div></div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Thoughtseize</b></div><div><div>ⓑ</div></div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Thoughtseize</b></div><div><div>ⓑ</div></div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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