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| <div><div><div>Atraxa, Grand Unifier</div><div><div>3</div><div>G</div><div>W</div><div>U</div><div>B</div></div></div><div>Legendary Creature -- Phyrexian Angel</div><div><div>Flying, vigilance, deathtouch, lifelink</div><div>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.)</div></div><div><div>7/7</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |
| <div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Blood Crypt

Land - - Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Case of the Stashed Skeleton (1)(B)

## Enchantment -- Case

When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)

To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)

Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Case of the Stashed Skeleton (1)(B)

## Enchantment -- Case

When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)

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To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)

Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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## Fable of the Mirror-Breaker (2)(R)

## Enchantment - - Saga

(As this Saga enters and after your draw step, add a lore counter.)  
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."  
II -- You may discard up to two cards. If you do, draw that many cards.  
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

## Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fable of the Mirror-Breaker (2R)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)

I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."

II -- You may discard up to two cards. If you do, draw that many cards.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

## Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Fable of the Mirror-Breaker 2R</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>-----<br/>-- - 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 PLAYbotbox.dev</div></div></div> | <div><div><div>Fable of the Mirror-Breaker 2R</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>-----<br/>-- - 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 PLAYbotbox.dev</div></div></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 PLAYbotbox.dev</div></div></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 PLAYbotbox.dev</div></div></div> |
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| <div>Fountainport</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                  | <div>Indomitable Creativity (X)(R)(R)(R)</div> <div>Sorcery</div> <div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Indomitable Creativity (X)(R)(R)(R)</div> <div>Sorcery</div> <div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                          | <div>Indomitable Creativity (X)(R)(R)(R)</div> <div>Sorcery</div> <div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                          |
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Playtest cards - Fur, Attila - Pioneer (Calgary Round 7 Regional Championship)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Pawpatch Formation 1G</div> <div>Instant</div> <div>Choose one -- <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    | <div>Pawpatch Formation 1G</div> <div>Instant</div> <div>Choose one -- <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    | <div>Pawpatch Formation 1G</div> <div>Instant</div> <div>Choose one -- <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Pawpatch Formation 1G</div> <div>Instant</div> <div>Choose one -- <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Pillage the Bog BG</div> <div>Sorcery</div> <div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Pillage the Bog BG</div> <div>Sorcery</div> <div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Raucous Theater</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   | <div>Stomping Ground</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.) 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>                                                                                                                                                                |

Playtest cards - Fur, Attila - Pioneer (Calgary Round 7 Regional Championship)

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   |
| <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**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)**

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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

4 G G G

```
Reach, trample
When this creature enters, choose
two --
* Destroy target artifact or
enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior
creature token.
* Put a shield counter on a creature
you control.
```

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

®

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

6 B B B

Flying, lifelink  
ward--Sacrifice three nonland  
permanents.  
If a card you didn't control would  
be put into an opponent's graveyard  
from anywhere, exile it instead.  
During your turn, you may play cards  
exiled with Valgavoth. If you cast a  
spell this way, pay life equal to  
its mana value rather than pay its  
mana cost.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

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Land -- Swamp Mountain Forest

(**{T}**: Add **{B}**, **{R}**, or **{G}**.)  
This land enters tapped.  
Cycling **{3}** (**{3}**, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)  
 This land enters tapped.  
 Cycling {3} ({3}, Discard this card:  
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Destroy all enchantments.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

```
[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Duress</b> <span>ⓑ</span> </div> <div>Sorcery</div> <div>           Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Go Blank</b> <span>②ⓑ</span> </div> <div>Sorcery</div> <div>           Target player discards two cards. Then exile that player's graveyard.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                        | <div> <b>Go Blank</b> <span>②ⓑ</span> </div> <div>Sorcery</div> <div>           Target player discards two cards. Then exile that player's graveyard.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                        | <div> <b>Hidetsugu Consumes All</b> <span>①ⓑⓇ</span> </div> <div>Enchantment -- Saga</div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Destroy each nonland permanent with mana value 1 or less.<br/>           II -- Exile all graveyards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>[sideboard]</div> <div>           ----- BACK FACE -----         </div> <div> <b>Vessel of the All-Consuming</b> </div> <div>Enchantment Creature -- Ogre Shaman</div> <div>           Trample<br/>           Whenever this creature deals damage, put a +1/+1 counter on it.<br/>           Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.         </div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Hidetsugu Consumes All</b> <span>①ⓑⓇ</span> </div> <div>Enchantment -- Saga</div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Destroy each nonland permanent with mana value 1 or less.<br/>           II -- Exile all graveyards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>[sideboard]</div> <div>           ----- BACK FACE -----         </div> <div> <b>Vessel of the All-Consuming</b> </div> <div>Enchantment Creature -- Ogre Shaman</div> <div>           Trample<br/>           Whenever this creature deals damage, put a +1/+1 counter on it.<br/>           Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.         </div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Leyline of the Void</b> <span>②ⓑⓑ</span> </div> <div>Enchantment</div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           If a card would be put into an opponent's graveyard from anywhere, exile it instead.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Leyline of the Void</b> <span>②ⓑⓑ</span> </div> <div>Enchantment</div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           If a card would be put into an opponent's graveyard from anywhere, exile it instead.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Leyline of the Void</b> <span>②ⓑⓑ</span> </div> <div>Enchantment</div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           If a card would be put into an opponent's graveyard from anywhere, exile it instead.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

## Thought Distortion (4)(B)(B)

Sorcery

This spell can't be countered.  
Target opponent reveals their hand.  
Exile all noncreature, nonland cards  
from that player's hand and  
graveyard.

[sideboard]

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## Worldspine Wurm (8)(G)(G)(G)

Creature -- Wurm

Trample  
When this creature dies, create  
three 5/5 green Wurm creature tokens  
with trample.  
When Worldspine Wurm is put into a  
graveyard from anywhere, shuffle it  
into its owner's library.

[sideboard]

15/15

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## Xenagos, God of Revels (3)(R)(G)

Legendary Enchantment Creature -- God

Indestructible  
As long as your devotion to red and  
green is less than seven, Xenagos  
isn't a creature.  
At the beginning of combat on your  
turn, another target creature you  
control gains haste and gets +X/+X  
until end of turn, where X is that  
creature's power.

[sideboard]

6/5

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