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| <div><div><div>Atraxa, Grand Unifier (3)(G)(W)(U)(B)</div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bonny Pall, Clearcutter (3)(G)(U)(U)</div><div>Legendary Creature -- Giant Scout</div><div>Reach<br/>When Bonny Pall enters, create Beau, a legendary blue 0x creature token with "Beau's power and toughness are each equal to the number of lands you control."<br/>Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield.</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>([T]): Add [G] or [U].)<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><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>[T]: Add [C].<br/>[T]: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                    |
| <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>[T]: Add [C].<br/>[T]: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                        | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>[T]: Add [C].<br/>[T]: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                 | <div><div><div>Enigmatic Incarnation (2)(G)(U)</div><div>Enchantment</div><div>At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Enigmatic Incarnation (2)(G)(U)</div><div>Enchantment</div><div>At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Enigmatic Incarnation 26U</div><div>Enchantment</div><div>At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enigmatic Incarnation 26U</div><div>Enchantment</div><div>At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |
| <div><div><div>Glacial Fortress</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>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><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div>March of Otherworldly Light (X)(W)</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nowhere to Run (1)(B)</div> <div>Enchantment</div> <div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Nowhere to Run (1)(B)</div> <div>Enchantment</div> <div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Nowhere to Run (1)(B)</div> <div>Enchantment</div> <div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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 PLAY botbox.dev</div>                                                                                                                                                 | <div>Overlord of the Floodpits (3)(U)(U)</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{1}{U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Floodpits (3)(U)(U)</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{1}{U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Hauntwoods (3)(G)(G)</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div>Overlord of the Hauntwoods 3GG</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Hauntwoods 3GG</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Hauntwoods 3GG</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Raffine's Tower</div> <div>Land -- Plains Island Swamp</div> <div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                            |

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| <div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skyclave Apparition 1W</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Sunpetal Grove</div><div>Land</div><div>This land enters tapped unless you control a Forest or a Plains.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>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><div>Up the Beanstalk 1G</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Up the Beanstalk 1G</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |

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| <div><div><div>Up the Beanstalk</div><div>①⑥</div></div><div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Vanishing Verse</div><div>ⓈⓅ</div></div><div><div>Instant</div><div>Exile target monocolored permanent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Vanishing Verse</div><div>ⓈⓅ</div></div><div><div>Instant</div><div>Exile target monocolored permanent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   | <div><div><div>Vanishing Verse</div><div>ⓈⓅ</div></div><div><div>Instant</div><div>Exile target monocolored permanent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   |
| <div><div><div>Watery Grave</div></div><div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Woodland Cemetery</div></div><div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Forest.<br/>{T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Zagoth Triome</div></div><div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Zagoth Triome</div></div><div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Zagoth Triome</b><br>Land -- Swamp Forest Island<br>({T}: Add {B}, {G}, or {U}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card:<br>Draw a card.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                      | <b>Zur, Eternal Schemer</b> (W)(U)(B)<br>Legendary Creature -- Human Wizard<br>Flying<br>Enchantment creatures you control<br>have deathtouch, lifelink, and<br>hexproof.<br>{1}{W}: Target non-Aura enchantment<br>you control becomes a creature in<br>addition to its other types and has<br>base power and base toughness each<br>equal to its mana value.<br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Zur, Eternal Schemer</b> (W)(U)(B)<br>Legendary Creature -- Human Wizard<br>Flying<br>Enchantment creatures you control<br>have deathtouch, lifelink, and<br>hexproof.<br>{1}{W}: Target non-Aura enchantment<br>you control becomes a creature in<br>addition to its other types and has<br>base power and base toughness each<br>equal to its mana value.<br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Zur, Eternal Schemer</b> (W)(U)(B)<br>Legendary Creature -- Human Wizard<br>Flying<br>Enchantment creatures you control<br>have deathtouch, lifelink, and<br>hexproof.<br>{1}{W}: Target non-Aura enchantment<br>you control becomes a creature in<br>addition to its other types and has<br>base power and base toughness each<br>equal to its mana value.<br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Angel of Serenity</b> (4)(W)(W)(W)<br>Creature -- Angel<br>Flying<br>When this creature enters, you may<br>exile up to three other target<br>creatures from the battlefield<br>and/or creature cards from<br>graveyards.<br>When this creature leaves the<br>battlefield, return the exiled cards<br>to their owners' hands.<br>[sideboard]<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Elspeth's Smite</b> (W)<br>Instant<br>Elspeth's Smite deals 3 damage to<br>target attacking or blocking<br>creature. If that creature would die<br>this turn, exile it instead.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             | <b>Elspeth's Smite</b> (W)<br>Instant<br>Elspeth's Smite deals 3 damage to<br>target attacking or blocking<br>creature. If that creature would die<br>this turn, exile it instead.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             | <b>Heliod's Intervention</b> (X)(W)(W)<br>Instant<br>Choose one --<br>* Destroy X target artifacts and/or<br>enchantments.<br>* Target player gains twice X life.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                              |

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| <div><div><div>Heliod's Intervention</div><div>XWW</div></div><div>Instant</div><div>Choose one --<br/>* Destroy X target artifacts and/or enchantments.<br/>* Target player gains twice X life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thought Distortion</div><div>4BB</div></div><div>Sorcery</div><div>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>Up the Beanstalk</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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