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| <div><div>Assassin's Trophy</div><div><div>B</div><div>G</div></div></div> <div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Barren Moor</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}.<br/>Cycling {B} ({B}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Blast Zone</div></div> <div><div>Land</div><div>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Blooming Marsh</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                 |
| <div><div>Blooming Marsh</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div>Blooming Marsh</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>  | <div><div>Blooming Marsh</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           | <div><div>Boseiju, Who Endures</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

1 B

When this enchantment enters, you get {E}{E}{E} (three energy counters).

Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.

Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, you get {E}{E}{E} (three energy counters).

Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.

Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

When this enchantment enters, you get {E}{E}{E} (three energy counters).

Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.

Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Shadow (This creature can block or be blocked by only creatures with shadow.)

If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.

[T], Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Shadow (this creature can block or be blocked by only creatures with shadow.)

If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.

[T], Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Shadow (This creature can block or be blocked by only creatures with shadow.)  
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.

[T], Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

**3/2**

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

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Field of Ruin</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Field of Ruin</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                      | <div>Ghost Quarter</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Go for the Throat</div> <div>1B</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Go for the Throat</div> <div>1B</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Life from the Loam</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div>Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      | <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      | <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      |
| <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Nurturing Peatland

Land

{T}, Pay 1 life: Add {B} or {G}.  
 {1}, {T}, Sacrifice this land: Draw  
 a card.

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## Orcish Bowmasters

① ②

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

① ⑧

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

① ② B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

1 B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overgrown Tomb

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

## Overgrown Tomb

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

## Six

② ⑥

Legendary Creature -- Treefolk

Reach  
Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.  
During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)

2/4

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| <div> <div>Six</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Treefolk</div> <div> <div>Reach</div> <div>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> </div> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Six</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Treefolk</div> <div> <div>Reach</div> <div>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> </div> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Swamp</div> </div> <div> <div> <div>Basic Land -- Swamp</div> <div> <div> <div> <div> <div>{T}: Add {B}.</div> </div> </div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                | <div> <div>Swamp</div> </div> <div> <div> <div>Basic Land -- Swamp</div> <div> <div> <div> <div> <div>{T}: Add {B}.</div> </div> </div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                |
| <div> <div>Takenuma, Abandoned Mire</div> </div> <div> <div> <div>Legendary Land</div> <div> <div> <div>{T}: Add {B}.</div> <div>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.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                      | <div> <div>Tarmogoyf</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div> </div> </div> <div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                             | <div> <div>Tarmogoyf</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div> </div> </div> <div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Tarmogoyf</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div> </div> </div> <div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

① ②

Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.

$$* / 1 + *$$

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**(B)**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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

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({T}: Add {B} or {G}.)  
 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.)

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Witherbloom Command <div>BG</div></div> <div>Sorcery</div> <div>Choose two --</div> <div>* Target player mills three cards, then you return a land card from your graveyard to your hand.</div> <div>* Destroy target noncreature, nonland permanent with mana value 2 or less.</div> <div>* Target creature gets -3/-1 until end of turn.</div> <div>* Target opponent loses 2 life and you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Witherbloom Command <div>BG</div></div> <div>Sorcery</div> <div>Choose two --</div> <div>* Target player mills three cards, then you return a land card from your graveyard to your hand.</div> <div>* Destroy target noncreature, nonland permanent with mana value 2 or less.</div> <div>* Target creature gets -3/-1 until end of turn.</div> <div>* Target opponent loses 2 life and you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Ashiok, Dream Render <div>1UBUB</div></div> <div>Legendary Planeswalker -- Ashiok</div> <div>Spells and abilities your opponents control can't cause their controller to search their library.</div> <div>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div> <div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Collector Ouphe <div>1G</div></div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>              | <div>Damnation <div>2BB</div></div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                           | <div>Damping Sphere <div>2</div></div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</div> <div>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                        |

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| <p><b>Damping Sphere</b> ②</p> <p>Artifact</p> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>        | <p><b>Necromentia</b> ①B B</p> <p>Sorcery</p> <p>Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Necromentia</b> ①B B</p> <p>Sorcery</p> <p>Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Pick Your Poison</b> ⑥</p> <p>Sorcery</p> <p>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   |
| <p><b>Pick Your Poison</b> ⑥</p> <p>Sorcery</p> <p>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Soulless Jailer</b> ②</p> <p>Artifact Creature -- Phyrexian Golem</p> <p>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> <p>0/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                | <p><b>Thrun, the Last Troll</b> ②⑥⑥</p> <p>Legendary Creature -- Troll Shaman</p> <p>This spell can't be countered.<br/>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>{1}{6}: Regenerate Thrun.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                            | <p><b>Tourach, Dread Cantor</b> ①B</p> <p>Legendary Creature -- Human Cleric</p> <p>Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)<br/>Protection from white<br/>Whenever an opponent discards a card, put a +1/+1 counter on Tourach.<br/>When Tourach enters, if it was kicked, target opponent discards two cards at random.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <b>Tourach, Dread Cantor</b> <span>1</span><span>B</span> </div> <div>           Legendary Creature -- Human Cleric         </div> <div> <p>Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)</p> <p>Protection from white</p> <p>Whenever an opponent discards a card, put a +1/+1 counter on Tourach.</p> <p>When Tourach enters, if it was kicked, target opponent discards two cards at random.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Unlicensed Hearse</b> <span>2</span> </div> <div>           Artifact -- Vehicle         </div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Unlicensed Hearse</b> <span>2</span> </div> <div>           Artifact -- Vehicle         </div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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