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| <div><div><div>Blanchwood Prowler</div><div>①⑥</div></div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Blanchwood Prowler</div><div>①⑥</div></div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Bloodtithe Harvester</div><div>ⒷⓇ</div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Bloodtithe Harvester</div><div>ⒷⓇ</div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Bloodtithe Harvester</div><div>ⒷⓇ</div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodtithe Harvester</div><div>ⒷⓇ</div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boseiju, Who Endures</div></div><div>Legendary Land</div><div>{T}: Add {G}. 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>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burn Down the House</div><div>③ⓇⓇ</div></div><div>Sorcery</div><div>Choose one --<br/>* Burn Down the House deals 5 damage to each creature and each planeswalker.<br/>* Create three 1/1 red Devil creature tokens with "When this token dies, it deals 1 damage to any target." They gain haste until end of turn.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |

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| <div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Deathcap Glade</div><div></div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div>Deathcap Glade</div><div></div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Duress</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker</div><div>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>----- 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>Fable of the Mirror-Breaker</div><div>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>----- 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>Fable of the Mirror-Breaker</div><div>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>----- 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> |

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| <div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Infernal Grasp</div><div>1B</div></div><div>Instant</div><div>Destroy target creature. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Liliana of the Veil 1B3</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                         | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                         | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>( {T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                     |
| <div>Phyrexian Fleshgorger 7</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Menace, lifelink<br/>Ward--Pay life equal to this creature's power.</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <div>Phyrexian Fleshgorger 7</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Menace, lifelink<br/>Ward--Pay life equal to this creature's power.</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Phyrexian Fleshgorger 7</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Menace, lifelink<br/>Ward--Pay life equal to this creature's power.</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Phyrexian Fleshgorger 7</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Menace, lifelink<br/>Ward--Pay life equal to this creature's power.</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Devilinthechurch - Standard (Standard League)

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

## Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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## Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rockfall Vale

Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rockfall Vale

Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rockfall Vale

Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sokenzan, Crucible of Defiance

## Legendary Land

{T}: Add {R}.  
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Soul of Windgrace** (1)(B)(R)(G)

Legendary Creature -- Cat Avatar

Whenever Soul of Windgrace enters or attacks, you may put a land card from a graveyard onto the battlefield tapped under your control.

{G}, Discard a land card: You gain 3 life.

{1}{R}, Discard a land card: Draw a card.

{2}{B}, Discard a land card: Soul of Windgrace gains indestructible until end of turn. Tap it.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Playtest cards - Devilinthechurch - Standard (Standard League)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Soul of Windgrace</b> ①②③④⑤<br>Legendary Creature -- Cat Avatar<br>Whenever Soul of Windgrace enters or attacks, you may put a land card from a graveyard onto the battlefield tapped under your control.<br>{G}, Discard a land card: You gain 3 life.<br>{1}{R}, Discard a land card: Draw a card.<br>{2}{B}, Discard a land card: Soul of Windgrace gains indestructible until end of turn. Tap it.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Soul of Windgrace</b> ①②③④⑤<br>Legendary Creature -- Cat Avatar<br>Whenever Soul of Windgrace enters or attacks, you may put a land card from a graveyard onto the battlefield tapped under your control.<br>{G}, Discard a land card: You gain 3 life.<br>{1}{R}, Discard a land card: Draw a card.<br>{2}{B}, Discard a land card: Soul of Windgrace gains indestructible until end of turn. Tap it.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sulfurous Springs</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {R}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sulfurous Springs</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {R}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                   |
| <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                   | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                   | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Takenuma, Abandoned Mire</b><br>Legendary Land<br>{T}: Add {B}.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Devilinthechurch - Standard (Standard League)

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| <p><b>The Cruelty of Gix</b> (3)(B)(B)</p> <p>Enchantment -- Saga</p> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.</p> <p>II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.</p> <p>III -- Put target creature card from a graveyard onto the battlefield under your control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Cruelty of Gix</b> (3)(B)(B)</p> <p>Enchantment -- Saga</p> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.</p> <p>II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.</p> <p>III -- Put target creature card from a graveyard onto the battlefield under your control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Cruelty of Gix</b> (3)(B)(B)</p> <p>Enchantment -- Saga</p> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.</p> <p>II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.</p> <p>III -- Put target creature card from a graveyard onto the battlefield under your control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Cruelty of Gix</b> (3)(B)(B)</p> <p>Enchantment -- Saga</p> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.</p> <p>II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.</p> <p>III -- Put target creature card from a graveyard onto the battlefield under your control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Titan of Industry</b> (4)(G)(G)(G)</p> <p>Creature -- Elemental</p> <p>Reach, trample</p> <p>When this creature enters, choose two --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Target player gains 5 life.</li> <li>* Create a 4/4 green Rhino Warrior creature token.</li> <li>* Put a shield counter on a creature you control.</li> </ul> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                 | <p><b>Titan of Industry</b> (4)(G)(G)(G)</p> <p>Creature -- Elemental</p> <p>Reach, trample</p> <p>When this creature enters, choose two --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Target player gains 5 life.</li> <li>* Create a 4/4 green Rhino Warrior creature token.</li> <li>* Put a shield counter on a creature you control.</li> </ul> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                 | <p><b>Titan of Industry</b> (4)(G)(G)(G)</p> <p>Creature -- Elemental</p> <p>Reach, trample</p> <p>When this creature enters, choose two --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Target player gains 5 life.</li> <li>* Create a 4/4 green Rhino Warrior creature token.</li> <li>* Put a shield counter on a creature you control.</li> </ul> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                 | <p><b>Unleash the Inferno</b> (1)(B)(R)(G)</p> <p>Instant</p> <p>Unleash the Inferno deals 7 damage to target creature or planeswalker. When it deals excess damage this way, destroy target artifact or enchantment an opponent controls with mana value less than or equal to that amount of excess damage.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                    |

Playtest cards - Devilinthechurch - Standard (Standard League)

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| <div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<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>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<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>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<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>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<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>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div><div>Duress</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Duress</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |

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| <div><div>Duress</div><div>B</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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                         | <div><div>Liliana of the Veil</div><div>1BB</div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Reckoner Bankbuster</div><div>2</div><div>Artifact -- Vehicle</div><div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reckoner Bankbuster</div><div>2</div><div>Artifact -- Vehicle</div><div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Reckoner Bankbuster</div><div>2</div><div>Artifact -- Vehicle</div><div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reckoner Bankbuster</div><div>2</div><div>Artifact -- Vehicle</div><div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Transfer</div><div>1BB</div><div>Sorcery</div><div>Choose one. If you control an artifact and an enchantment as you cast this spell, you may choose both instead.<br/>* Exile target creature or planeswalker.<br/>* Return target creature or planeswalker card from your graveyard to your hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Tear Asunder</div><div>1G</div><div>Instant</div><div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 |

## Unleash the Inferno ①③④⑥

Instant

Unleash the Inferno deals 7 damage to target creature or planeswalker. When it deals excess damage this way, destroy target artifact or enchantment an opponent controls with mana value less than or equal to that amount of excess damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Workshop Warchief ③⑥⑥

Creature -- Rhino Warrior

Trample

When this creature enters, you gain 3 life.

When this creature dies, create a 4/4 green Rhino Warrior creature token.

Blitz {4}{G}{G} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

[sideboard]

5/3

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