

<div> Agadeem's Awakening (X)(B)(B)(B) </div> <div>Sorcery</div> <div> Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> Agadeem, the Undercrypt </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Archon of Cruelty (6)(B)(B) </div> <div>Creature -- Archon</div> <div> Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Archon of Cruelty (6)(B)(B) </div> <div>Creature -- Archon</div> <div> Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Archon of Cruelty (6)(B)(B) </div> <div>Creature -- Archon</div> <div> Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Archon of Cruelty (6)(B)(B) </div> <div>Creature -- Archon</div> <div> Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Boggart Trawler (2)(B) </div> <div>Creature -- Goblin</div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> Boggart Bog </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Crypt of Agadeem </div> <div>Land</div> <div> This land enters tapped. {T}: Add {B}. {2}, {T}: Add {B} for each black creature card in your graveyard. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Crypt of Agadeem </div> <div>Land</div> <div> This land enters tapped. {T}: Add {B}. {2}, {T}: Add {B} for each black creature card in your graveyard. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Land

This land enters tapped.
{T}: Add {B}.
{2}, {T}: Add {B} for each black creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {B}.
{2}, {T}: Add {B} for each black creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Instant

You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Instant

You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grief (2)(B)(B) Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. <div>3/2</div> 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. <div>1/1</div> 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. <div>1/1</div> 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	Persist (1)(B) Sorcery Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persist (1)(B) Sorcery Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persist (1)(B) Sorcery Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Persist</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phyrexian Tower</div><div><div>1</div><div>B</div></div></div> <div>Legendary Land</div> <div>{T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phyrexian Tower</div><div><div>1</div><div>B</div></div></div> <div>Legendary Land</div> <div>{T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ripples of Undeath</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Ripples of Undeath</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ripples of Undeath</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ripples of Undeath</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Rotting Rats</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Zombie Rat</div> <div>When this creature enters, each player discards a card. Unearth {1}{B} ({1}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Sorin of House Markov</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Sorin of House Markov</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin of House Markov</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Sorin of House Markov</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin of House Markov</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Sorin of House Markov</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stitcher's Supplier</div><div>Ⓑ</div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stitcher's Supplier</div><div>Ⓑ</div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stitcher's Supplier</div><div>Ⓑ</div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stitcher's Supplier</div><div>Ⓑ</div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Street Wraith</div><div>3ⒷⒷ</div><div>Creature -- Wraith</div><div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Street Wraith (3)(B)(B) <hr/> Creature -- Wraith <hr/> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Street Wraith (3)(B)(B) <hr/> Creature -- Wraith <hr/> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Street Wraith (3)(B)(B) <hr/> Creature -- Wraith <hr/> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Swamp <hr/> Basic Land -- Swamp <hr/> ({T}: Add {B}.) <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Swamp <hr/> Basic Land -- Swamp <hr/> ({T}: Add {B}.) <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thoughtseize (B) <hr/> Sorcery <hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thoughtseize (B) <hr/> Sorcery <hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Underground Mortuary <hr/> Land -- Swamp Forest <hr/> <p>{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.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Underground Mortuary <hr/> Land -- Swamp Forest <hr/> <p>{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.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Verdant Catacombs <hr/> Land <hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Verdant Catacombs <hr/> Land <hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Verdant Catacombs <hr/> Land <hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>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.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Dauthi Voidwalker</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Dauthi Rogue</div><div>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.</div><div>[sideboard]</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Necromentia</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Surgical Extraction</div><div><div>BP</div></div></div><div><div>Instant</div><div>(<div>{B/P}</div>) can be paid with either <div>{B}</div> or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	