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| <div><div>Bayou</div><div>Land -- Swamp Forest</div><div>(T): Add B or G.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Bayou</div><div>Land -- Swamp Forest</div><div>(T): Add B or G.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>(T): Add B.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Crop Rotation</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |
| <div><div>Crop Rotation</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crop Rotation</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crop Rotation</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dark Depths</div><div>Legendary Snow Land</div><div>Dark Depths enters with ten ice counters on it.<br/>(3): Remove an ice counter from Dark Depths.<br/>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Dark Depths</b><br><hr/> <b>Legendary Snow Land</b><br><hr/> <p>Dark Depths enters with ten ice counters on it.<br/> {3}: Remove an ice counter from Dark Depths.<br/> When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Dryad Arbor</b><br><hr/> <b>Land Creature -- Forest Dryad</b><br><hr/> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                         | <b>Echoing Deep</b><br><hr/> <b>Land -- Cave</b><br><hr/> <p>You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.<br/> {T}: Add {C}.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                               | <b>Elvish Reclaimer</b> ⑥<br><hr/> <b>Creature -- Elf Warrior</b><br><hr/> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br/> {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>      |
| <b>Elvish Reclaimer</b> ⑥<br><hr/> <b>Creature -- Elf Warrior</b><br><hr/> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br/> {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 | <b>Elvish Reclaimer</b> ⑥<br><hr/> <b>Creature -- Elf Warrior</b><br><hr/> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br/> {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Elvish Reclaimer</b> ⑥<br><hr/> <b>Creature -- Elf Warrior</b><br><hr/> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br/> {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Endurance</b> ①⑥⑥<br><hr/> <b>Creature -- Elemental Incarnation</b><br><hr/> <p>Flash<br/> Reach<br/> When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/> Evoke--Exile a green card from your hand.</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                 |
| <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grist, the Hunger Tide</div><div>Legendary Planeswalker -- Grist</div><div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Karakas</b><br><hr/> Legendary Land<br><hr/> {T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.                                                                                                                                        | <b>Knight of the Reliquary 1GW</b><br><hr/> Creature -- Human Knight<br><hr/> This creature gets +1/+1 for each land card in your graveyard.<br>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. | <b>Knight of the Reliquary 1GW</b><br><hr/> Creature -- Human Knight<br><hr/> This creature gets +1/+1 for each land card in your graveyard.<br>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. | <b>Knight of the Reliquary 1GW</b><br><hr/> Creature -- Human Knight<br><hr/> This creature gets +1/+1 for each land card in your graveyard.<br>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. |
| <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        |
| <b>Knight of the Reliquary 1GW</b><br><hr/> Creature -- Human Knight<br><hr/> This creature gets +1/+1 for each land card in your graveyard.<br>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. | <b>Mox Diamond 9</b><br><hr/> Artifact<br><hr/> If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br>{T}: Add one mana of any color.          | <b>Mox Diamond 9</b><br><hr/> Artifact<br><hr/> If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br>{T}: Add one mana of any color.          | <b>Mox Diamond 9</b><br><hr/> Artifact<br><hr/> If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br>{T}: Add one mana of any color.          |
| <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <div>9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <div>9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          |

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| <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Outland Liberator</div><div>1G</div></div><div>Creature -- Human Werewolf</div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/>Whenever this creature attacks, destroy target artifact or enchantment defending player controls.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div><div>Savannah</div></div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      | <div><div><div>Savannah</div></div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      | <div><div><div>Scrubland</div></div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

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| <div><div>Sejiri Steppe</div><div>Land</div><div><p>This land enters tapped. When this land enters, target creature you control gains protection from the color of your choice until end of turn.</p><p>{T}: Add {W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div><p>Exile target creature. Its controller gains life equal to its power.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                       | <div><div>Swords to Plowshares</div><div>Instant</div><div><p>Exile target creature. Its controller gains life equal to its power.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                       | <div><div>Swords to Plowshares</div><div>Instant</div><div><p>Exile target creature. Its controller gains life equal to its power.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  |
| <div><div>Swords to Plowshares</div><div>Instant</div><div><p>Exile target creature. Its controller gains life equal to its power.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div>Sylvan Library</div><div>Enchantment</div><div><p>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sylvan Library</div><div>Enchantment</div><div><p>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sylvan Safekeeper</div><div>Creature -- Human Wizard</div><div><p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p></div><div><div>1/1</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             |
| <div><div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Collector Ouphe</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div><div>Doorkeeper Thrull</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Doorkeeper Thrull</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                 | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                          |
| <div> <div>Gaddock Teeg</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Kithkin Advisor</div> <div>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                  | <div> <div>Path to Exile</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                          | <div> <div>Pick Your Poison</div> <div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div>Choose one -- <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div> <div>BP</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Thoughtseize</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Undermountain Adventurer</div><div>3G</div><div>Creature -- Giant Warrior</div><div>Vigilance</div><div>When this creature enters, you take the initiative. {T}: Add {G}{G}. If you've completed a dungeon, add six {G} instead.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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