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| <b>Atraxa, Grand Unifier</b> 3GWUB<br>Legendary Creature -- Phyrexian Angel<br>Flying, vigilance, deathtouch, lifelink<br>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Atraxa, Grand Unifier</b> 3GWUB<br>Legendary Creature -- Phyrexian Angel<br>Flying, vigilance, deathtouch, lifelink<br>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Blooming Marsh</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                              | <b>Blooming Marsh</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                              |
| <b>Blooming Marsh</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                              | <b>Blooming Marsh</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                              | <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                | <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Elesh Norn, Mother of Machines</b> (4)(W)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Vigilance<br>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br>Permanents entering don't cause abilities of permanents your opponents control to trigger. <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Elesh Norn, Mother of Machines</b> (4)(W)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Vigilance<br>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br>Permanents entering don't cause abilities of permanents your opponents control to trigger. <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Elesh Norn, Mother of Machines</b> (4)(W)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Vigilance<br>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br>Permanents entering don't cause abilities of permanents your opponents control to trigger. <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.) <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                   | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.) <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                  | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.) <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                  |

$$(\{T\}: \text{Add } \{G\}.)$$

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Choose one --
* Search your library for a basic
Forest card, put that card onto the
battlefield tapped, then shuffle.
* Return target Cave card from your
graveyard to the battlefield tapped.
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Choose one --

- \* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
- \* Return target Cave card from your graveyard to the battlefield tapped.

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Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

5/4

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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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Harvester of Misery</div><div>3B</div></div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Harvester of Misery</div><div>3B</div></div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Harvester of Misery</div><div>3B</div></div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Heaped Harvest</div><div>2G</div></div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Heaped Harvest</div><div>2G</div></div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Heaped Harvest</div><div>2G</div></div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Heaped Harvest</div><div>2G</div></div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      |

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| <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>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>Plains</div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 | <div>Push 1 4/8</div> <div>Sorcery</div> <div>Destroy target tapped creature.</div> <div>----- RIGHT HALF -----</div> <div>Pull 4 8/8 8/8</div> <div>Sorcery</div> <div>Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Push 1 4/8</div> <div>Sorcery</div> <div>Destroy target tapped creature.</div> <div>----- RIGHT HALF -----</div> <div>Pull 4 8/8 8/8</div> <div>Sorcery</div> <div>Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Restless Cottage</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

Playtest cards - Pumdaddy6 - Standard (Standard Challenge 32)

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

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| <div>Restless Cottage</div> <div>Land</div> <div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div>Restless Cottage</div> <div>Land</div> <div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div>Restless Cottage</div> <div>Land</div> <div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div>Smuggler's Surprise</div> <div>Instant</div> <div><p>Spree (Choose one or more additional costs.)</p><p>+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.</p><p>+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.</p><p>+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Smuggler's Surprise</div> <div>Instant</div> <div><p>Spree (Choose one or more additional costs.)</p><p>+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.</p><p>+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.</p><p>+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Smuggler's Surprise</div> <div>Instant</div> <div><p>Spree (Choose one or more additional costs.)</p><p>+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.</p><p>+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.</p><p>+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Smuggler's Surprise</div> <div>Instant</div> <div><p>Spree (Choose one or more additional costs.)</p><p>+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.</p><p>+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.</p><p>+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spinewoods Armadillo</div> <div>Creature -- Armadillo</div> <div><p>Reach</p><p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p><p>{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p></div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       |

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| <div><div>Spinewoods Armadillo (4)(G)(G)</div><div>Creature -- Armadillo</div><div>Reach<br/>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spinewoods Armadillo (4)(G)(G)</div><div>Creature -- Armadillo</div><div>Reach<br/>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spinewoods Armadillo (4)(G)(G)</div><div>Creature -- Armadillo</div><div>Reach<br/>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                         | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                         | <div><div>Tear Asunder (1)(G)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Tear Asunder (1)(G)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Vaultborn Tyrant</b> 5GGG<br>Creature -- Dinosaur<br>Trample<br>Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.<br>When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Vaultborn Tyrant</b> 5GGG<br>Creature -- Dinosaur<br>Trample<br>Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.<br>When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Vaultborn Tyrant</b> 5GGG<br>Creature -- Dinosaur<br>Trample<br>Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.<br>When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Vaultborn Tyrant</b> 5GGG<br>Creature -- Dinosaur<br>Trample<br>Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.<br>When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Cruelclaw's Heist</b> BB<br>Sorcery<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cruelclaw's Heist</b> BB<br>Sorcery<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cut Down</b> B<br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                               | <b>Cut Down</b> B<br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                               |

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| <div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div><div>B</div></div></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>Duress</div><div><div>B</div></div></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>                                                                                                                                                                                                                                         |
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