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| <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                 |
| <div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                     | <div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                     | <div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                     | <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Boseiju, Who Endures</div> <div> <div> <div>1</div> <div>6</div> </div> </div> </div> <div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {G}.</div> <div>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>      | <div> <div>Cache Grab</div> <div> <div> <div>1</div> <div>6</div> </div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Cache Grab</div> <div> <div> <div>1</div> <div>6</div> </div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Cache Grab</div> <div> <div> <div>1</div> <div>6</div> </div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Cache Grab</div> <div> <div> <div>1</div> <div>6</div> </div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Darkbore Pathway</div> <div> <div> <div>Land</div> <div> <div>{T}: Add {B}.</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> </div> </div> <div> <div>Slitherbore Pathway</div> <div> <div> <div>Land</div> <div> <div>{T}: Add {G}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>                                                                                                                                                                                                                | <div> <div>Darkbore Pathway</div> <div> <div> <div>Land</div> <div> <div>{T}: Add {B}.</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> </div> </div> <div> <div>Slitherbore Pathway</div> <div> <div> <div>Land</div> <div> <div>{T}: Add {G}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>                                                                                                                                                                                                                | <div> <div>Darkbore Pathway</div> <div> <div> <div>Land</div> <div> <div>{T}: Add {B}.</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> </div> </div> <div> <div>Slitherbore Pathway</div> <div> <div> <div>Land</div> <div> <div>{T}: Add {G}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>                                                                                                                                                                                                                |

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| <div>Darkbore Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>----- BACK FACE -----</div> <div>Slitherbore Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                               | <div>Deathrite Shaman <span>B/G</span></div> <div>Creature -- Elf Shaman</div> <div>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)</div> <div>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.</div> <div>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deathrite Shaman <span>B/G</span></div> <div>Creature -- Elf Shaman</div> <div>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)</div> <div>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.</div> <div>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deathrite Shaman <span>B/G</span></div> <div>Creature -- Elf Shaman</div> <div>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)</div> <div>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.</div> <div>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Deathrite Shaman <span>B/G</span></div> <div>Creature -- Elf Shaman</div> <div>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)</div> <div>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.</div> <div>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fatal Push <span>B</span></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               | <div>Fatal Push <span>B</span></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               | <div>Fatal Push <span>B</span></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               |

**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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① ②

As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker.

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(B)

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have "{ }": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have  
 "{T}: Add one mana of any color."  
 Whenever one or more creature cards  
 leave your graveyard, create a 0/1  
 green Plant creature token, then put  
 a +1/+1 counter on each Plant you  
 control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## 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

## 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

Creature -- Human Cleric

{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Cleric

{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)

1/2

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| <b>Priest of Forgotten Gods</b> ①⑧<br>Creature -- Human Cleric<br>{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Priest of Forgotten Gods</b> ①⑧<br>Creature -- Human Cleric<br>{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Rubblebelt Maverick</b> ⑥<br>Creature -- Human Detective<br>When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)<br>{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Rubblebelt Maverick</b> ⑥<br>Creature -- Human Detective<br>When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)<br>{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Scrapheap Scrounger</b> ②<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                            | <b>Scrapheap Scrounger</b> ②<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                            | <b>Scrapheap Scrounger</b> ②<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                    | <b>Stitcher's Supplier</b> ⑧<br>Creature -- Zombie<br>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            |

**B**

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

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## Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

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## Legendary Land

{T}: Add {B}.  
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.

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1 B G

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.

[+1]: Untap up to one target creature.

[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B G

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.

[+1]: Untap up to one target creature.

[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste.<br/>           [+1]: Untap up to one target creature.<br/>           [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste.<br/>           [+1]: Untap up to one target creature.<br/>           [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Underground Mortuary</b></p> <p>Land -- Swamp Forest</p> <p>([T]: Add {B} or {G}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Underground Mortuary</b></p> <p>Land -- Swamp Forest</p> <p>([T]: Add {B} or {G}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>              |
| <p><b>Abrupt Decay</b> ③⑥</p> <p>Instant</p> <p>This spell can't be countered.<br/>           Destroy target nonland permanent with mana value 3 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                   | <p><b>Abrupt Decay</b> ③⑥</p> <p>Instant</p> <p>This spell can't be countered.<br/>           Destroy target nonland permanent with mana value 3 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                   | <p><b>Abrupt Decay</b> ③⑥</p> <p>Instant</p> <p>This spell can't be countered.<br/>           Destroy target nonland permanent with mana value 3 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                 | <p><b>Damping Sphere</b> ②</p> <p>Artifact</p> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>           Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Damping Sphere</b> ②<br>Artifact<br><p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                           | <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br><p>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                        | <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br><p>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                        | <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br><p>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Jegantha, the Wellspring</b> ④R/G<br>Legendary Creature -- Elemental Elk<br><p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <p>[sideboard]</p> <div>5/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Pick Your Poison</b> ⑥<br>Sorcery<br><p>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Pick Your Poison</b> ⑥<br>Sorcery<br><p>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Thoughtseize</b> ⑤<br>Sorcery<br><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                        |

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| <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>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.<br/>You choose a nonland card from it.<br/>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.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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