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| <div><div>Arcane Proxy7</div><div>Artifact Creature -- Wizard</div><div>Prototype {1}{U}{U} -- 2/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>When this creature enters, if you cast it, exile target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard. Copy that card. You may cast the copy without paying its mana cost.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcane Proxy7</div><div>Artifact Creature -- Wizard</div><div>Prototype {1}{U}{U} -- 2/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>When this creature enters, if you cast it, exile target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard. Copy that card. You may cast the copy without paying its mana cost.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcane Proxy7</div><div>Artifact Creature -- Wizard</div><div>Prototype {1}{U}{U} -- 2/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>When this creature enters, if you cast it, exile target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard. Copy that card. You may cast the copy without paying its mana cost.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Cruelty6BB</div><div>Creature -- Archon</div><div>Flying<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Archon of Cruelty6BB</div><div>Creature -- Archon</div><div>Flying<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Archon of Cruelty6BB</div><div>Creature -- Archon</div><div>Flying<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Archon of Cruelty6BB</div><div>Creature -- Archon</div><div>Flying<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Bitter Reunion1R</div><div>Enchantment</div><div>When this enchantment enters, you may discard a card. If you do, draw two cards.<br/>{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |

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| <div> <b>Bitter Reunion</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, you may discard a card. If you do, draw two cards.</p> <p>{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                   | <div> <b>Bloodbraid Marauder</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Berserker</div> <div> <p>This creature can't block.</p> <p>Delirium -- This spell has cascade as long as there are four or more card types among cards in your graveyard. (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Bloodbraid Marauder</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Berserker</div> <div> <p>This creature can't block.</p> <p>Delirium -- This spell has cascade as long as there are four or more card types among cards in your graveyard. (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Bloodbraid Marauder</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Berserker</div> <div> <p>This creature can't block.</p> <p>Delirium -- This spell has cascade as long as there are four or more card types among cards in your graveyard. (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <b>Bloodbraid Marauder</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Berserker</div> <div> <p>This creature can't block.</p> <p>Delirium -- This spell has cascade as long as there are four or more card types among cards in your graveyard. (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Boseiju, Who Endures</b> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>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> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                             | <div> <b>Breeding Pool</b> </div> <div> <div>Land -- Forest Island</div> <div> <p>{T}: Add {G} or {U}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                        | <div> <b>Cache Grab</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                             |

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| <div>Cache Grab<div>16</div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                              | <div>Cache Grab<div>16</div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Commercial District<div></div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div>Fable of the Mirror-Breaker<div>2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Reflection of Kiki-Jiki<div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div>Fable of the Mirror-Breaker<div>2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Reflection of Kiki-Jiki<div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div>Forest<div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                      | <div>Gemstone Caverns<div></div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Glimpse of Tomorrow<div></div><div>Sorcery</div><div>Suspend 3--{R}{R}<br/>Shuffle all permanents you own into your library, then reveal that many cards from the top of your library. Put all non-Aura permanent cards revealed this way onto the battlefield, then do the same for Aura cards, then put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                   |

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      hotbox.dev

## Land -- Forest Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Planeswalker -- Karn

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Planeswalker -- Karn

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

## Land

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| <div>Malevolent Rumble<div>16</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Malevolent Rumble<div>16</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Malevolent Rumble<div>16</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Misty Rainforest<div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Misty Rainforest<div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div>Mountain<div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div>Omniscience<div>7UUU</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div>Omniscience<div>7UUU</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |

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| <div><div>Omniscience</div><div><div>7UUU</div></div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Omniscience</div><div><div>7UUU</div></div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>One with the Multiverse</div><div><div>6UUU</div></div><div>Enchantment</div><div>You may look at the top card of your library any time.<br/>You may play lands and cast spells from the top of your library.<br/>Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>One with the Multiverse</div><div><div>6UUU</div></div><div>Enchantment</div><div>You may look at the top card of your library any time.<br/>You may play lands and cast spells from the top of your library.<br/>Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shifting Woodland</div><div>Land</div><div>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Shifting Woodland</div><div>Land</div><div>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |

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| <div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                              | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div>Tamiyo Meets the Story Circle ①②</div><div>Enchantment -- Saga</div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p><p>I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn.</p><p>II -- Discard any number of cards, then investigate twice for each card discarded this way.</p><p>III -- Shuffle up to three target cards from your graveyard into your library.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo Meets the Story Circle ①②</div><div>Enchantment -- Saga</div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p><p>I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn.</p><p>II -- Discard any number of cards, then investigate twice for each card discarded this way.</p><p>III -- Shuffle up to three target cards from your graveyard into your library.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo Meets the Story Circle ①②</div><div>Enchantment -- Saga</div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p><p>I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn.</p><p>II -- Discard any number of cards, then investigate twice for each card discarded this way.</p><p>III -- Shuffle up to three target cards from your graveyard into your library.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Aetherflux Reservoir4</div> <div>Artifact</div> <div>Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.<br/>Pay 50 life: This artifact deals 50 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Statue4</div> <div>Artifact Creature -- Golem</div> <div>When this creature enters, return a nonland permanent you control to its owner's hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.<br/>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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dismember1BPBP</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             |

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| <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>([B/P] can be paid with either [B] or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Gemstone Caverns</div><div></div></div><div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>[T]: Add [C]. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                          | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                  | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                  |

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| <div> <div>Pyroclasm</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div>Legendary Artifact</div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>8</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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