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| <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Boseiju, Who Endures</b><br><b>Legendary Land</b><br><p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                | <b>Boseiju, Who Endures</b><br><b>Legendary Land</b><br><p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                | <b>Carrion Feeder</b> ⑤<br><b>Creature -- Zombie</b><br><p>This creature can't block.<br/>Sacrifice a creature: Put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                        | <b>Carrion Feeder</b> ⑤<br><b>Creature -- Zombie</b><br><p>This creature can't block.<br/>Sacrifice a creature: Put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                        |

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| <div>Cauldron Familiar</div> <div>B</div> <div>Creature -- Cat</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Cauldron Familiar</div> <div>B</div> <div>Creature -- Cat</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Cauldron Familiar</div> <div>B</div> <div>Creature -- Cat</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Cauldron Familiar</div> <div>B</div> <div>Creature -- Cat</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         |
| <div>Chord of Calling</div> <div>XGGG</div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chord of Calling</div> <div>XGGG</div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chord of Calling</div> <div>XGGG</div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chord of Calling</div> <div>XGGG</div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Dauthi Voidwalker</b> <span>(B)(B)</span><br>Creature -- Dauthi Rogue<br>Shadow (This creature can block or be blocked by only creatures with shadow.)<br>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                          | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                      | <b>Gilded Goose</b> <span>(G)</span><br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br><div>0/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Gilded Goose</b> <span>(G)</span><br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br><div>0/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                             | <b>Gilded Goose</b> <span>(G)</span><br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br><div>0/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gilded Goose</b> <span>(G)</span><br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br><div>0/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                           |

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| <div> <b>Grist, the Hunger Tide</b> <span>1</span><span>B</span><span>G</span> </div> <div>           Legendary Planeswalker -- Grist         </div> <div> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+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.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Horizon Canopy</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life: Add {G} or {W}.</p> <p>{1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                          | <div> <b>Lush Portico</b> </div> <div>           Land -- Forest Plains         </div> <div> <p>({T}: Add {G} or {W}.)</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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                   | <div> <b>Nurturing Peatland</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life: Add {B} or {G}.</p> <p>{1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                |
| <div> <b>Orcish Bowmasters</b> <span>1</span><span>B</span> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                             | <div> <b>Orcish Bowmasters</b> <span>1</span><span>B</span> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Orcish Bowmasters</b> <span>1</span><span>B</span> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>({T}: Add {B} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                 | <div>Ruthless Lawbringer 1WB</div> <div>Creature -- Vampire Assassin</div> <div>When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                     | <div>Samwise Gamgee GW</div> <div>Legendary Creature -- Halfling Peasant</div> <div>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Samwise Gamgee GW</div> <div>Legendary Creature -- Halfling Peasant</div> <div>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Samwise Gamgee GW</div> <div>Legendary Creature -- Halfling Peasant</div> <div>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Samwise Gamgee GW</div> <div>Legendary Creature -- Halfling Peasant</div> <div>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sephiroth, Fabled SOLDIER</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Sephiroth, Fabled SOLDIER</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                            | <div>Sylvan Safekeeper G</div> <div>Creature -- Human Wizard</div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                            |

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| <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} 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><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>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>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>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>Viscera Seer</div><div>Creature -- Vampire Wizard</div><div>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Viscera Seer</div><div>B</div></div><div><div>Creature -- Vampire Wizard</div><div>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Windswept Heath</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Windswept Heath</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                              | <div><div><div>Windswept Heath</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Windswept Heath</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                       | <div><div><div>Wooded Foothills</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Yawgmoth, Thran Physician</div><div>2BB</div></div><div><div>Legendary Creature -- Human Cleric</div><div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>2/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Yera and Oski, Weaver and Guide</div></div><div><div>(card data unavailable)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> <div>[sideboard]</div> <div>2/1</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>Haywire Mite</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.</div> <div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                      | <div> <div>Kataki, War's Wage</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Spirit</div> <div>All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}."</div> <div>[sideboard]</div> <div>2/1</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>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>                                              |

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| <div> <div> Path to Exile W </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 PLAY botbox.dev </div> </div> | <div> <div> Thoughtseize 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 PLAY botbox.dev </div> </div> | <div> <div> Thoughtseize 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 PLAY botbox.dev </div> </div> |  |
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