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| <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<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>Badgermole Cub</b> ①⑥<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Badgermole Cub</b> ①⑥<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Badgermole Cub</b> ①⑥<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Badgermole Cub</b> ①⑥<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                   | <b>Bayou</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                             | <b>Bayou</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                             | <b>Birds of Paradise</b> ⑥<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                |

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| <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                              | <div>Collector Ouphe 1G</div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      | <div>Craterhoof Behemoth 5GGG</div> <div>Creature -- Beast</div> <div>Haste<br/>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                    | <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                   |
| <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Endurance 1GG</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fiend Artisan 6/66/6</div> <div>Creature -- Nightmare</div> <div>This creature gets +1/+1 for each creature card in your graveyard.<br/>{X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fiend Artisan 6/66/6</div> <div>Creature -- Nightmare</div> <div>This creature gets +1/+1 for each creature card in your graveyard.<br/>{X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            |
| <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**(X) (G)**

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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**(X) (G)**

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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1 B G

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+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.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {B}, {R}, or {G}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {B}, {R}, or {G}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {B}, {R}, or {G}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {B}, {R}, or {G}.

0/1

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## GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

3/3

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| <b>Lair of the Hydra</b><br><hr/> Land<br><hr/> <p>If you control two or more other lands, this land enters tapped.<br/> {T}: Add {G}.<br/> {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</p> | <b>Misty Rainforest</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p>                                   | <b>Misty Rainforest</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p>                       | <b>Natural Order</b> 2GG<br><hr/> Sorcery<br><hr/> <p>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</p> |
| <b>Natural Order</b> 2GG<br><hr/> Sorcery<br><hr/> <p>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</p>                                  | <b>Natural Order</b> 2GG<br><hr/> Sorcery<br><hr/> <p>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</p> | <b>Noble Hierarch</b> G<br><hr/> Creature -- Human Druid<br><hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/> {T}: Add {G}, {W}, or {U}.</p> | <b>Noble Hierarch</b> G<br><hr/> Creature -- Human Druid<br><hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/> {T}: Add {G}, {W}, or {U}.</p>             |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     |

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| <div> <b>Once Upon a Time</b> <span>16</span> </div> <div> Instant </div> <div> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Once Upon a Time</b> <span>16</span> </div> <div> Instant </div> <div> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                        | <div> <b>Once Upon a Time</b> <span>16</span> </div> <div> Instant </div> <div> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                        | <div> <b>Quirion Ranger</b> <span>6</span> </div> <div> Creature -- Elf Ranger </div> <div> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               |
| <div> <b>Reclamation Sage</b> <span>26</span> </div> <div> Creature -- Elf Shaman </div> <div> <p>When this creature enters, you may destroy target artifact or enchantment.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                             | <div> <b>Springheart Nantuko</b> <span>16</span> </div> <div> Enchantment Creature -- Insect Monk </div> <div> <p>Bestow {1}{G}<br/> Enchanted creature gets +1/+1.<br/> Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Springheart Nantuko</b> <span>16</span> </div> <div> Enchantment Creature -- Insect Monk </div> <div> <p>Bestow {1}{G}<br/> Enchanted creature gets +1/+1.<br/> Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sylvan Safekeeper</b> <span>6</span> </div> <div> Creature -- Human Wizard </div> <div> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <p><b>Talon Gates of Madara</b></p> <p>Land -- Gate</p> <p>When this land enters, up to one target creature phases out.<br/> {T}: Add {C}.<br/> {1}, {T}: Add one mana of any color.<br/> {4}: Put this card from your hand onto the battlefield.</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>Verdant Catacombs</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                        | <p><b>Verdant Catacombs</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                        |
| <p><b>Wasteland</b></p> <p>Land</p> <p>{T}: Add {C}.<br/> {T}, Sacrifice this land: Destroy target nonbasic land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                 | <p><b>Wight of the Reliquary</b> Ⓑ Ⓔ</p> <p>Creature -- Zombie Knight</p> <p>Vigilance<br/> This creature gets +1/+1 for each creature card in your graveyard.<br/> {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wight of the Reliquary</b> Ⓑ Ⓔ</p> <p>Creature -- Zombie Knight</p> <p>Vigilance<br/> This creature gets +1/+1 for each creature card in your graveyard.<br/> {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wight of the Reliquary</b> Ⓑ Ⓔ</p> <p>Creature -- Zombie Knight</p> <p>Vigilance<br/> This creature gets +1/+1 for each creature card in your graveyard.<br/> {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div>Wight of the Reliquary (B)(G)</div> <div>Creature -- Zombie Knight</div> <div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature:<br/>Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div>                                                                                                                               | <div>Abrupt Decay (B)(G)</div> <div>Instant</div> <div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Abrupt Decay (B)(G)</div> <div>Instant</div> <div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Endurance (1)(G)(G)</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |



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| <div> <div>Endurance</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</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>Icetill Explorer</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card.</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Plague Engineer</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Phyrexian Carrier</div> <div>Deathtouch</div> <div>As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                               | <div> <div>Snuff Out</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                      | <div> <div>Snuff Out</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                      | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     |

Playtest cards - wubwgn22 - Legacy (Legacy 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 9/10 - 8 cards - 2.5 x 3.5 in each

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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> | <div><div>Wasteland</div><div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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