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| <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><b>Caves of Koilos</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            |

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| <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |
| <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Get Lost</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Get Lost</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div><div>Hopeless Nightmare</div><div>B</div></div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          |
| <div><div>Momentum Breaker</div><div>1B</div></div> <div>Enchantment</div> <div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Momentum Breaker</div><div>1B</div></div> <div>Enchantment</div> <div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Momentum Breaker</div><div>1B</div></div> <div>Enchantment</div> <div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Momentum Breaker</div><div>1B</div></div> <div>Enchantment</div> <div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                     | <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                     |
| <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Overlord of the Balemurk</b> (3)(B)(B)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Overlord of the Balemurk</b> (3)(B)(B)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                         | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                         | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                         | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 |
| <div>Preacher of the Schism (2)(B)</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch<br/>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Preacher of the Schism (2)(B)</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch<br/>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Preacher of the Schism (2)(B)</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch<br/>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Restless Fortress</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Restless Fortress</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> <p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Sage of the Skies 2W</div> <div>Creature -- Human Monk</div> <div> <p>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)</p> <p>Flying, lifelink</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                  | <div>Scrollshift 2W</div> <div>Instant</div> <div> <p>Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.</p> <p>Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                | <div>Scrollshift 2W</div> <div>Instant</div> <div> <p>Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.</p> <p>Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                |
| <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)</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 PLAY    botbox.dev</div>                                                                   | <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)</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 PLAY    botbox.dev</div> | <div>Sheoldred, the Apocalypse 2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Sheoldred, the Apocalypse 2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div>Sunpearl Kirin</div> <div>1W</div> <div>Creature -- Kirin</div> <div>Flash<br/>Flying<br/>When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunpearl Kirin</div> <div>1W</div> <div>Creature -- Kirin</div> <div>Flash<br/>Flying<br/>When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunpearl Kirin</div> <div>1W</div> <div>Creature -- Kirin</div> <div>Flash<br/>Flying<br/>When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunpearl Kirin</div> <div>1W</div> <div>Creature -- Kirin</div> <div>Flash<br/>Flying<br/>When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        |

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| <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Destroy Evil</div><div>1W</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div><div>Dreams of Steel and Oil</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dreams of Steel and Oil</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flash  
When this creature enters, choose one --

- \* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- \* You gain 2 life and scry 2.
- \* Exile target player's graveyard.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
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**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
```

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑧

**Flash**  
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Impending 5- $\{1\}\{B\}$  (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Sage of the Skies</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> <p>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)</p> <p>Flying, lifelink</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wilt-Leaf Liege</div> <div> <div>1</div> <div>G/W</div> <div>G/W</div> <div>G/W</div> </div> </div> <div> <div>Creature -- Elf Knight</div> <div> <p>{G/W} can be paid with either {G} or {W}.)</p> <p>Other green creatures you control get +1/+1.</p> <p>Other white creatures you control get +1/+1.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wilt-Leaf Liege</div> <div> <div>1</div> <div>G/W</div> <div>G/W</div> <div>G/W</div> </div> </div> <div> <div>Creature -- Elf Knight</div> <div> <p>{G/W} can be paid with either {G} or {W}.)</p> <p>Other green creatures you control get +1/+1.</p> <p>Other white creatures you control get +1/+1.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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