

## Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

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### Brightclimb Pathway

Card

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Commune with Beavers (G)

## Sorcery

Look at the top three cards of your library. You may reveal an artifact, creature, or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

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## Commune with Beavers (G)

Sorcery

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| <div><div>Commune with Beavers</div><div>6</div><div>Sorcery</div><div>Look at the top three cards of your library. You may reveal an artifact, creature, or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            |
| <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Fleeting Spirit</b> (1)(W)<br>Creature -- Spirit<br>{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn. Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fleeting Spirit</b> (1)(W)<br>Creature -- Spirit<br>{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn. Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fleeting Spirit</b> (1)(W)<br>Creature -- Spirit<br>{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn. Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fleeting Spirit</b> (1)(W)<br>Creature -- Spirit<br>{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn. Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           |

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| <div><div><div>Guardian of New Benalia 1W</div><div>Creature -- Human Soldier</div><div>Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)<br/>Whenever this creature enlists a creature, scry 2.<br/>Discard a card: This creature gains indestructible until end of turn.<br/>Tap it.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Guardian of New Benalia 1W</div><div>Creature -- Human Soldier</div><div>Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)<br/>Whenever this creature enlists a creature, scry 2.<br/>Discard a card: This creature gains indestructible until end of turn.<br/>Tap it.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Guardian of New Benalia 1W</div><div>Creature -- Human Soldier</div><div>Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)<br/>Whenever this creature enlists a creature, scry 2.<br/>Discard a card: This creature gains indestructible until end of turn.<br/>Tap it.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Guardian of New Benalia 1W</div><div>Creature -- Human Soldier</div><div>Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)<br/>Whenever this creature enlists a creature, scry 2.<br/>Discard a card: This creature gains indestructible until end of turn.<br/>Tap it.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                | <div><div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                | <div><div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                | <div><div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                |

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| <div>Monument to Endurance 3</div> <div>Artifact</div> <div>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monument to Endurance 3</div> <div>Artifact</div> <div>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       | <div>Monument to Endurance 3</div> <div>Artifact</div> <div>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       | <div>Monument to Endurance 3</div> <div>Artifact</div> <div>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       |
| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Parhelion II 6WW</div> <div>Legendary Artifact -- Vehicle</div> <div>Flying, first strike, vigilance<br/>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br/>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Parhelion II 6WW</div> <div>Legendary Artifact -- Vehicle</div> <div>Flying, first strike, vigilance<br/>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br/>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Parhelion II 6WW</div> <div>Legendary Artifact -- Vehicle</div> <div>Flying, first strike, vigilance<br/>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br/>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Parhelion II</b> (6)(W)(W)<br>Legendary Artifact -- Vehicle<br>Flying, first strike, vigilance<br>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                  | <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                         | <b>Seasoned Hallowblade</b> (1)(W)<br>Creature -- Human Warrior<br>Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Seasoned Hallowblade</b> (1)(W)<br>Creature -- Human Warrior<br>Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                | <b>Seasoned Hallowblade</b> (1)(W)<br>Creature -- Human Warrior<br>Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Seasoned Hallowblade</b> (1)(W)<br>Creature -- Human Warrior<br>Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Starting Town</b><br>Land -- Town<br>This land enters tapped unless it's your first, second, or third turn of the game.<br>{T}: Add {C}.<br>{T}, Pay 1 life: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                |

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                           |
| <div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p><p>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p><p>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p><p>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p><p>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <p><b>Thundering Broodwagon</b> (2)(B)(B)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Reach, menace<br/>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br/>Crew 3<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                    | <p><b>Thundering Broodwagon</b> (2)(B)(B)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Reach, menace<br/>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br/>Crew 3<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                    | <p><b>Thundering Broodwagon</b> (2)(B)(B)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Reach, menace<br/>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br/>Crew 3<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Thundering Broodwagon</b> (2)(B)(B)(G)(G)</p> <p>Artifact -- Vehicle</p> <p>Reach, menace<br/>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br/>Crew 3<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Collective Brutality</b> (1)(B)</p> <p>Sorcery</p> <p>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>Choose one or more --<br/>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>* Target creature gets -2/-2 until end of turn.<br/>* Target opponent loses 2 life and you gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Collective Brutality</b> (1)(B)</p> <p>Sorcery</p> <p>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>Choose one or more --<br/>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>* Target creature gets -2/-2 until end of turn.<br/>* Target opponent loses 2 life and you gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Day of Judgment</b> (2)(W)(W)</p> <p>Sorcery</p> <p>Destroy all creatures.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                         | <p><b>Day of Judgment</b> (2)(W)(W)</p> <p>Sorcery</p> <p>Destroy all creatures.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                         |

Playtest cards - xfile - Pioneer (Pioneer League)

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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Leyline of the Void 2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Void 2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Void 2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Void 2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Tear Asunder 1G</div> <div>Instant</div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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 PLAYbotbox.dev</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 PLAYbotbox.dev</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 PLAYbotbox.dev</div>                                                                          |

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| <div> Thoughtseize <span>(B)</span> </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> Witherbloom Command <span>(B)(G)</span> </div> <div> Sorcery </div> <div> Choose two -- <ul style="list-style-type: none"> <li>* Target player mills three cards, then you return a land card from your graveyard to your hand.</li> <li>* Destroy target noncreature, nonland permanent with mana value 2 or less.</li> <li>* Target creature gets -3/-1 until end of turn.</li> <li>* Target opponent loses 2 life and you gain 2 life.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Witherbloom Command <span>(B)(G)</span> </div> <div> Sorcery </div> <div> Choose two -- <ul style="list-style-type: none"> <li>* Target player mills three cards, then you return a land card from your graveyard to your hand.</li> <li>* Destroy target noncreature, nonland permanent with mana value 2 or less.</li> <li>* Target creature gets -3/-1 until end of turn.</li> <li>* Target opponent loses 2 life and you gain 2 life.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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