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| <div><div><b>Barbarian Ring</b></div><div>Land</div><div><p>{T}: Add {R}. This land deals 1 damage to you.</p><p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Barbarian Ring</b></div><div>Land</div><div><p>{T}: Add {R}. This land deals 1 damage to you.</p><p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  | <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  |
| <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 | <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><p>({T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><p>({T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    |

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| <p><b>Bump in the Night</b> (B)</p> <p>Sorcery</p> <p>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                    | <p><b>Bump in the Night</b> (B)</p> <p>Sorcery</p> <p>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                    | <p><b>Bump in the Night</b> (B)</p> <p>Sorcery</p> <p>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                    | <p><b>Bump in the Night</b> (B)</p> <p>Sorcery</p> <p>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                    |
| <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div><div><div><div></div><div><b>Lava Spike</b></div><div><div><div></div><div>R</div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Lava Spike</b></div><div><div><div></div><div>R</div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Lava Spike</b></div><div><div><div></div><div>R</div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Lava Spike</b></div><div><div><div></div><div>R</div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div><div></div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                      | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div><div></div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                      | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div><div></div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                      | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div><div></div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                      |

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| <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                        | <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                        |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Nethergoyf</div><div>Creature -- Lhurgoyf</div><div><div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nethergoyf</div><div>Creature -- Lhurgoyf</div><div><div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Seal of Fire</div> <div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Sacrifice this enchantment: It deals 2 damage to any target.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                | <div> <div>Seal of Fire</div> <div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Sacrifice this enchantment: It deals 2 damage to any target.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                |
| <div> <div>Searing Blaze</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.</p> <p>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>        | <div> <div>Searing Blaze</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.</p> <p>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>        | <div> <div>Searing Blaze</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.</p> <p>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Searing Blaze</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.</p> <p>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                |
| <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Flamebreak</div> <div>Sorcery</div> <div>Flamebreak deals 3 damage to each creature without flying and each player. Creatures dealt damage this way can't be regenerated this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flamebreak</div> <div>Sorcery</div> <div>Flamebreak deals 3 damage to each creature without flying and each player. Creatures dealt damage this way can't be regenerated this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flamebreak</div> <div>Sorcery</div> <div>Flamebreak deals 3 damage to each creature without flying and each player. Creatures dealt damage this way can't be regenerated this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Molten Rain</div> <div>Sorcery</div> <div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           |

① R R

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

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①RRR

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

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**BR**

Choose one --

- \* Exile target player's graveyard.
- \* Destroy target artifact.
- \* Each creature deals 1 damage to its controller.

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## BR

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Choose one --
* Exile target player's graveyard.
* Destroy target artifact.
* Each creature deals 1 damage to
  its controller.
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**BR**

Choose one --

- \* Exile target player's graveyard.
- \* Destroy target artifact.
- \* Each creature deals 1 damage to its controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Players can't gain life this turn.  
Damage can't be prevented this turn.  
Skullcrack deals 3 damage to target  
player or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Players can't gain life this turn.  
Damage can't be prevented this turn.  
Skullcrack deals 3 damage to target  
player or planeswalker.

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①R

Players can't gain life this turn.  
Damage can't be prevented this turn.  
Skullcrack deals 3 damage to target  
player or planeswalker.

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|                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                         |  |
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| <div><div>Smash to Smithereens 1R</div><div>Instant</div><div>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Smash to Smithereens 1R</div><div>Instant</div><div>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Smash to Smithereens 1R</div><div>Instant</div><div>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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