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| <div> <div> <b>Corpses of the Lost</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Corpses of the Lost</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Corpses of the Lost</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Corpses of the Lost</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Desolation Prowler</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Wolf</div> <div> <p>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</p> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                        | <div> <div> <b>Desolation Prowler</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Wolf</div> <div> <p>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</p> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                        | <div> <div> <b>Desolation Prowler</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Wolf</div> <div> <p>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</p> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                        | <div> <div> <b>Desolation Prowler</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Wolf</div> <div> <p>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</p> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                        |

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| <div><div>Dissection Practice</div><div>B</div><div>Instant</div><div>Target opponent loses 1 life and you gain 1 life.<br/>Up to one target creature gets +1/+1 until end of turn.<br/>Up to one target creature gets -1/-1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Dissection Practice</div><div>B</div><div>Instant</div><div>Target opponent loses 1 life and you gain 1 life.<br/>Up to one target creature gets +1/+1 until end of turn.<br/>Up to one target creature gets -1/-1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Dissection Practice</div><div>B</div><div>Instant</div><div>Target opponent loses 1 life and you gain 1 life.<br/>Up to one target creature gets +1/+1 until end of turn.<br/>Up to one target creature gets -1/-1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Dissection Practice</div><div>B</div><div>Instant</div><div>Target opponent loses 1 life and you gain 1 life.<br/>Up to one target creature gets +1/+1 until end of turn.<br/>Up to one target creature gets -1/-1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               |
| <div><div>Forsaken Miner</div><div>B</div><div>Creature -- Skeleton Rogue</div><div>This creature can't block.<br/>Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forsaken Miner</div><div>B</div><div>Creature -- Skeleton Rogue</div><div>This creature can't block.<br/>Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forsaken Miner</div><div>B</div><div>Creature -- Skeleton Rogue</div><div>This creature can't block.<br/>Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forsaken Miner</div><div>B</div><div>Creature -- Skeleton Rogue</div><div>This creature can't block.<br/>Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Gollum, Riddle Master</b> ①②<br><hr/> Legendary Creature -- Halfling Horror<br><hr/> As Gollum enters, choose odd or even. (Zero is even.)<br>Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --<br>* Put a +1/+1 counter on Gollum.<br>* Each opponent loses 2 life and you gain 2 life.<br>* Draw a card.<br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Gollum, Riddle Master</b> ①②<br><hr/> Legendary Creature -- Halfling Horror<br><hr/> As Gollum enters, choose odd or even. (Zero is even.)<br>Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --<br>* Put a +1/+1 counter on Gollum.<br>* Each opponent loses 2 life and you gain 2 life.<br>* Draw a card.<br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Gollum, Riddle Master</b> ①②<br><hr/> Legendary Creature -- Halfling Horror<br><hr/> As Gollum enters, choose odd or even. (Zero is even.)<br>Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --<br>* Put a +1/+1 counter on Gollum.<br>* Each opponent loses 2 life and you gain 2 life.<br>* Draw a card.<br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Iridescent Vinelasher</b> ②<br><hr/> Creature -- Lizard Assassin<br><hr/> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Iridescent Vinelasher</b> ②<br><hr/> Creature -- Lizard Assassin<br><hr/> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                 | <b>Iridescent Vinelasher</b> ②<br><hr/> Creature -- Lizard Assassin<br><hr/> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                 | <b>Iridescent Vinelasher</b> ②<br><hr/> Creature -- Lizard Assassin<br><hr/> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                 | <b>Mudflat Village</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {B}. Spend this mana only to cast a creature spell.<br>{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                            |

| Land                                                                                                                                                                                                                 |
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| <p>{T}: Add {C}.</p> <p>{T}: Add {B}. Spend this mana only to cast a creature spell.</p> <p>{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.</p> |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Wolf

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Menace (This creature can't be blocked except by two or more creatures.)

Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Wolf

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Menace (This creature can't be blocked except by two or more creatures.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Wolf

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Menace (This creature can't be blocked except by two or more creatures.)

Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Instant**

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)

Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

| Instant                                                                                                                                                                                                                               |
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| As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

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Destroy target non-outlaw creature.  
(Assassins, Mercenaries, Pirates,  
Rogues, and Warlocks are outlaws.  
Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Shoot the Sheriff</div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shoot the Sheriff</div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shoot the Sheriff</div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3<br/>creature with vigilance and all<br/>creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |
| <div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3<br/>creature with vigilance and all<br/>creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3<br/>creature with vigilance and all<br/>creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div>Sunset Saboteur</div> <div>Creature -- Human Rogue</div> <div>Menace<br/>Ward--Discard a card.<br/>Whenever this creature attacks, put<br/>a +1/+1 counter on target creature<br/>an opponent controls.</div> <div>4/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunset Saboteur</div> <div>Creature -- Human Rogue</div> <div>Menace<br/>Ward--Discard a card.<br/>Whenever this creature attacks, put<br/>a +1/+1 counter on target creature<br/>an opponent controls.</div> <div>4/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Sunset Saboteur</div><div><div>1</div><div>B</div></div><div>Creature -- Human Rogue</div><div>Menace<br/>Ward--Discard a card.<br/>Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div><div>4/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunset Saboteur</div><div><div>1</div><div>B</div></div><div>Creature -- Human Rogue</div><div>Menace<br/>Ward--Discard a card.<br/>Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div><div>4/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>                                                                                                                    |
| <div>Day of Black SunXBB</div> <div>Sorcery</div> <div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Day of Black SunXBB</div> <div>Sorcery</div> <div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>DuressB</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>DuressB</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> |

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| <div> <b>Duress</b> <span>ⓑ</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                       | <div> <b>Elegy Acolyte</b> <span>②ⓑⓑ</span> </div> <div>Creature -- Human Cleric</div> <div> <p>Lifelink</p> <p>Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.</p> <p>Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Ghost Vacuum</b> <span>①</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Ghost Vacuum</b> <span>①</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Gollum, Riddle Master</b> <span>①ⓑ</span> </div> <div>Legendary Creature -- Halfling Horror</div> <div> <p>As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on Gollum.</li> <li>* Each opponent loses 2 life and you gain 2 life.</li> <li>* Draw a card.</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Requiting Hex</b> <span>ⓑ</span> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                               | <div> <b>Strategic Betrayal</b> <span>①ⓑ</span> </div> <div>Sorcery</div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                         | <div> <b>Strategic Betrayal</b> <span>①ⓑ</span> </div> <div>Sorcery</div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                         |

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Target opponent exiles a creature they control and their graveyard.

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Target opponent exiles a creature they control and their graveyard.

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