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| <div><div><div>Balustrade Wurm</div><div><div>3</div><div>G</div><div>G</div></div></div><div>Creature -- Wurm</div><div><p>This spell can't be countered.<br/>Trample, haste<br/>Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery.</p></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Balustrade Wurm</div><div><div>3</div><div>G</div><div>G</div></div></div><div>Creature -- Wurm</div><div><p>This spell can't be countered.<br/>Trample, haste<br/>Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery.</p></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Ba Sing Se</div><div><div>R</div><div>G</div></div></div><div>Land</div><div><p>This land enters tapped unless you control a basic land.<br/>{T}: Add {G}.<br/>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bushwhack</div><div><div>G</div></div></div><div>Sorcery</div><div><p>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |

**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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① ② R

When this creature enters, discard a card, then draw a card.

Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, discard a card, then draw a card.

Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, discard a card, then draw a card.

Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, discard a card, then draw a card.

Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                        | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              | <div>Inti, Seneschal of the Sun 1R</div> <div>Legendary Creature -- Human Knight</div> <div>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Inti, Seneschal of the Sun 1R</div> <div>Legendary Creature -- Human Knight</div> <div>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Marauding Mako R</div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Marauding Mako R</div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Marauding Mako R</div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           |

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Whenever you discard one or more cards, put that many +1/+1 counters on this creature.  
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Overprotect</div><div><div>1</div><div>6</div></div></div> <div>Instant</div> <div>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                | <div><div>Overprotect</div><div><div>1</div><div>6</div></div></div> <div>Instant</div> <div>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                | <div><div>Overprotect</div><div><div>1</div><div>6</div></div></div> <div>Instant</div> <div>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                | <div><div>Overprotect</div><div><div>1</div><div>6</div></div></div> <div>Instant</div> <div>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                |
| <div><div>Patchwork Beastie</div><div><div>6</div></div></div> <div>Artifact Creature -- Beast</div> <div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard.<br/>At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Patchwork Beastie</div><div><div>6</div></div></div> <div>Artifact Creature -- Beast</div> <div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard.<br/>At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Patchwork Beastie</div><div><div>6</div></div></div> <div>Artifact Creature -- Beast</div> <div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard.<br/>At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Patchwork Beastie</div><div><div>6</div></div></div> <div>Artifact Creature -- Beast</div> <div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard.<br/>At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                           | <div>Stomping Ground</div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                   |
| <div>Stomping Ground</div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         | <div>Tersa Lightshatter <div>2R</div></div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Tersa Lightshatter <div>2R</div></div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Tersa Lightshatter <div>2R</div></div> <div>Legendary Creature -- Orc Wizard</div> <div> <p>Haste</p> <p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p> <p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |



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| <div> <div>Wildfire Wickerfolk</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Artifact Creature -- Scarecrow</div> <div> <div>Haste</div> <div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Wildfire Wickerfolk</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Artifact Creature -- Scarecrow</div> <div> <div>Haste</div> <div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Wildfire Wickerfolk</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Artifact Creature -- Scarecrow</div> <div> <div>Haste</div> <div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Wildfire Wickerfolk</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Artifact Creature -- Scarecrow</div> <div> <div>Haste</div> <div>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                     |
| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div> <div>Agatha's Soul Cauldron</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron.</div> <div>{T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <b>Frenzied Baloth</b> ⑥⑥<br>Creature -- Beast<br>This spell can't be countered.<br>Trample, haste<br>Creature spells you control can't be countered.<br>Combat damage can't be prevented.<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            | <b>Ghost Vacuum</b> ①<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ghost Vacuum</b> ①<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Pick Your Poison</b> ⑥<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Pick Your Poison</b> ⑥<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Pick Your Poison</b> ⑥<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                               | <b>Pick Your Poison</b> ⑥<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                               | <b>Scavenging Ooze</b> ①⑥<br>Creature -- Ooze<br>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                        |

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| <div> <div>Scavenging Ooze</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Ooze</div> <div> {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. </div> <div>[sideboard]</div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Untimely Malfunction</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Change the target of target spell or ability with a single target.</li> <li>* One or two target creatures can't block this turn.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Untimely Malfunction</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Change the target of target spell or ability with a single target.</li> <li>* One or two target creatures can't block this turn.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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