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| <div><div>Arena of Glory</div><div>Land</div><div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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>                     |
| <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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>                                                                                                                                                | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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>              | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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> | <div><div>Bloodstained Mire</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> |

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| <div><div><div>Bloodstained Mire</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |
| <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Detective's Phoenix</div><div>Enchantment Creature -- Phoenix</div><div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Detective's Phoenix 2R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Detective's Phoenix 2R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                              | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                              |
| <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                | <div> <div> Fatal Push B </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Fatal Push B </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

**B**

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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.

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.

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5

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                              | <div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                              | <div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                              | <div><div>Marauding Mako</div><div><div>R</div></div></div> <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> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                       |
| <div><div>Marauding Mako</div><div><div>R</div></div></div> <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> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Marauding Mako</div><div><div>R</div></div></div> <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> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Marauding Mako</div><div><div>R</div></div></div> <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> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Moonshadow</div><div><div>B</div></div></div> <div><div>Creature -- Elemental</div><div>Menace<br/>This creature enters with six -1/-1 counters on it.<br/>Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.</div></div> <div><div>7/7</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Moonshadow</b></div><div></div></div><div><div></div><div><div>B</div></div></div></div><div><div>Creature -- Elemental</div><div></div><div>Menace<br/>This creature enters with six -1/-1 counters on it.<br/>Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.</div><div><div>7/7</div></div></div></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><b>Moonshadow</b></div><div></div></div><div><div></div><div><div>B</div></div></div></div><div><div>Creature -- Elemental</div><div></div><div>Menace<br/>This creature enters with six -1/-1 counters on it.<br/>Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.</div><div><div>7/7</div></div></div></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><b>Mountain</b></div><div></div></div><div><div></div><div><div></div></div></div></div><div><div>Basic Land -- Mountain</div><div></div><div>( {T}: Add {R}.)</div></div></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><b>Nethergoyf</b></div><div></div></div><div><div></div><div><div>B</div></div></div></div><div><div>Creature -- Lhurgoyf</div><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.<br/>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>*/1+*</div></div></div></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><b>Nethergoyf</b></div><div></div></div><div><div></div><div><div>B</div></div></div></div><div><div>Creature -- Lhurgoyf</div><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.<br/>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>*/1+*</div></div></div></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><b>Nethergoyf</b></div><div></div></div><div><div></div><div><div>B</div></div></div></div><div><div>Creature -- Lhurgoyf</div><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.<br/>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>*/1+*</div></div></div></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><b>Nethergoyf</b></div><div></div></div><div><div></div><div><div>B</div></div></div></div><div><div>Creature -- Lhurgoyf</div><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.<br/>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>*/1+*</div></div></div></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><b>Orcish Bowmasters</b></div><div></div></div><div><div></div><div><div>1B</div></div></div></div><div><div>Creature -- Orc Archer</div><div></div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                               |

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| <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        |
| <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div><div>Raucous Theater</div></div><div>Land -- Swamp Mountain</div><div>(T): Add B or R.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Street Wraith</div><div>3BB</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> |

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| <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</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><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</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><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</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><div>3/4</div></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>Blood Moon</div><div><div>2</div><div>R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                            | <div><div>Blood Moon</div><div><div>2</div><div>R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                            | <div><div>Blood Moon</div><div><div>2</div><div>R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                            | <div><div>Fatal Push</div><div><div>B</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Meltdown</div><div><div>X</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy each artifact with mana value X or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                 | <div><div>Meltdown</div><div><div>X</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy each artifact with mana value X or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                     | <div><div>Nihil Spellbomb</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Nihil Spellbomb</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Rough</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Rough deals 2 damage to each creature without flying.</div> <div>[sideboard]</div> <div>-----<br/>- - - RIGHT HALF - - -</div> <div><div>Tumble</div><div><div>5</div><div>R</div></div></div> <div>Sorcery</div> <div>Tumble deals 6 damage to each creature with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Surgical Extraction</div><div><div>BP</div></div></div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div><div>B</div></div></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><div>Thoughtseize</div><div><div>B</div></div></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> <div>Thoughtseize</div> <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> </div> | <div> <div>Vexing Bauble</div> <div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> </div> </div> |  |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev                                                                                                                                                                                                |  |