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| <div><div><div>Blazing Rootwalla</div><div><div>R</div></div></div><div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Blazing Rootwalla</div><div><div>R</div></div></div><div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Blazing Rootwalla</div><div><div>R</div></div></div><div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Blazing Rootwalla</div><div><div>R</div></div></div><div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Blood Crypt</div></div><div><div>Land -- Swamp Mountain</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Blood Crypt</div></div><div><div>Land -- Swamp Mountain</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Blood Crypt</div></div><div><div>Land -- Swamp Mountain</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Bloodstained Mire</div></div><div><div>Land</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Burning Inquiry</b>Ⓡ</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><b>Burning Inquiry</b>Ⓡ</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><b>Burning Inquiry</b>Ⓡ</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><b>Burning Inquiry</b>Ⓡ</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                  |

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| <div> <div>Commercial District</div> <div>Land -- Mountain Forest</div> <div> ({T}: Add {R} or {G}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.) </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                     | <div> <div>Detective's Phoenix 2R</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.)<br/> Flying, haste<br/> Enchanted creature gets +2/+2 and has flying and haste.<br/> You may cast this card from your graveyard using its bestow ability. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Detective's Phoenix 2R</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.)<br/> Flying, haste<br/> Enchanted creature gets +2/+2 and has flying and haste.<br/> You may cast this card from your graveyard using its bestow ability. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Detective's Phoenix 2R</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.)<br/> Flying, haste<br/> Enchanted creature gets +2/+2 and has flying and haste.<br/> You may cast this card from your graveyard using its bestow ability. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Detective's Phoenix 2R</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.)<br/> Flying, haste<br/> Enchanted creature gets +2/+2 and has flying and haste.<br/> You may cast this card from your graveyard using its bestow ability. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Faithless Looting R</div> <div>Sorcery</div> <div> Draw two cards, then discard two cards.<br/> Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                | <div> <div>Faithless Looting R</div> <div>Sorcery</div> <div> Draw two cards, then discard two cards.<br/> Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                | <div> <div>Faithless Looting R</div> <div>Sorcery</div> <div> Draw two cards, then discard two cards.<br/> Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                |

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| <b>Faithless Looting</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                                              | <b>Fatal Push</b> <span>(B)</span><br><hr/> Instant<br><hr/> 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. | <b>Fatal Push</b> <span>(B)</span><br><hr/> Instant<br><hr/> 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. | <b>Fatal Push</b> <span>(B)</span><br><hr/> Instant<br><hr/> 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. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            |
| <b>Fatal Push</b> <span>(B)</span><br><hr/> Instant<br><hr/> 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. | <b>Hollow One</b> <span>(5)</span><br><hr/> Artifact Creature -- Golem<br><hr/> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)                                      | <b>Hollow One</b> <span>(5)</span><br><hr/> Artifact Creature -- Golem<br><hr/> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)                                      | <b>Hollow One</b> <span>(5)</span><br><hr/> Artifact Creature -- Golem<br><hr/> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)                                      |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | <div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | <div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | <div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          |

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| <b>Hollow One</b> (5)<br><hr/> Artifact Creature -- Golem<br><hr/> <p>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Inti, Seneschal of the Sun</b> (1)(R)<br><hr/> Legendary Creature -- Human Knight<br><hr/> <p>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.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Inti, Seneschal of the Sun</b> (1)(R)<br><hr/> Legendary Creature -- Human Knight<br><hr/> <p>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.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            | <b>Inti, Seneschal of the Sun</b> (1)(R)<br><hr/> Legendary Creature -- Human Knight<br><hr/> <p>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.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            |
| <b>Lightning Bolt</b> (R)<br><hr/> Instant<br><hr/> <p>Lightning Bolt deals 3 damage to any target.</p> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <b>Mountain</b><br><hr/> Basic Land -- Mountain<br><hr/> <p>{T}: Add {R}.)</p> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                           | <b>Nethergoyf</b> (B)<br><hr/> Creature -- Lhurgoyf<br><hr/> <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.<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.)</p> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Nethergoyf</b> (B)<br><hr/> Creature -- Lhurgoyf<br><hr/> <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.<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.)</p> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

**B**

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.)

$$* / 1 + *$$

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**B**

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.)

$$* / 1 + *$$

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Land -- Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land -- Swamp Mountain

(**{T}**: Add **{B}** or **{R}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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## Land -- Mountain Forest

( $\{T\}$ : Add  $\{R\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

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| <div> <b>Street Wraith</b> <div> 3 B 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 PLAY botbox.dev </div> | <div> <b>Swamp</b> </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                      | <div> <b>Tarfire</b> <div> R </div> </div> <div> Kindred Instant -- Goblin </div> <div> Tarfire deals 2 damage to any target. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                         | <div> <b>Tarfire</b> <div> R </div> </div> <div> Kindred Instant -- Goblin </div> <div> Tarfire deals 2 damage to any target. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                         |
| <div> <b>Vengevine</b> <div> 2 G G </div> </div> <div> Creature -- Elemental </div> <div> Haste<br/> Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>      | <div> <b>Vengevine</b> <div> 2 G G </div> </div> <div> Creature -- Elemental </div> <div> Haste<br/> Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Vengevine</b> <div> 2 G G </div> </div> <div> Creature -- Elemental </div> <div> Haste<br/> Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Vengevine</b> <div> 2 G G </div> </div> <div> Creature -- Elemental </div> <div> Haste<br/> Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                      | <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                      | <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                 | <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                 |
| <div>Break the Ice</div> <div>Sorcery</div> <div>           Destroy target land that is snow or could produce {C}.<br/>           Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Break the Ice</div> <div>Sorcery</div> <div>           Destroy target land that is snow or could produce {C}.<br/>           Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div>           When this creature dies, you gain 2 life.<br/>           {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.         </div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div>           When this creature dies, you gain 2 life.<br/>           {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.         </div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div><div>Meltdown</div><div>X R</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><div><div>Meltdown</div><div>X R</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><div><div>Pyroclasm</div><div>1 R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div><div>Rough</div><div>1 R</div></div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Tumble</div><div>5 R</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> |
| <div><div><div>Rough</div><div>1 R</div></div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Tumble</div><div>5 R</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> | <div><div><div>Surgical Extraction</div><div>BP</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><div><div>Surgical Extraction</div><div>BP</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><div><div>Thoughtseize</div><div>B</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>                                                                                                  |

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