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| <div>Analyze the PollenⓂ</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Analyze the PollenⓂ</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Analyze the PollenⓂ</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Analyze the PollenⓂ</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.) 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>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>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>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>                                                                                                                                                                                                     |

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| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cragplate Baloth5GG</div><div>Creature -- Beast</div><div>Kicker {2}{G}<br/>This spell can't be countered.<br/>Hexproof, haste<br/>If this creature was kicked, it enters with four +1/+1 counters on it.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Cragplate Baloth5GG</div><div>Creature -- Beast</div><div>Kicker {2}{G}<br/>This spell can't be countered.<br/>Hexproof, haste<br/>If this creature was kicked, it enters with four +1/+1 counters on it.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |
| <div><div>Cragplate Baloth5GG</div><div>Creature -- Beast</div><div>Kicker {2}{G}<br/>This spell can't be countered.<br/>Hexproof, haste<br/>If this creature was kicked, it enters with four +1/+1 counters on it.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Cragplate Baloth5GG</div><div>Creature -- Beast</div><div>Kicker {2}{G}<br/>This spell can't be countered.<br/>Hexproof, haste<br/>If this creature was kicked, it enters with four +1/+1 counters on it.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Drogskol Reaver5WU</div><div>Creature -- Spirit</div><div>Flying<br/>Double strike (This creature deals both first-strike and regular combat damage.)<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Whenever you gain life, draw a card.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Drogskol Reaver5WU</div><div>Creature -- Spirit</div><div>Flying<br/>Double strike (This creature deals both first-strike and regular combat damage.)<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Whenever you gain life, draw a card.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Drogskol Reaver</b> (5)(W)(U)<br><hr/> Creature -- Spirit<br><hr/> Flying<br>Double strike (This creature deals both first-strike and regular combat damage.)<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>Whenever you gain life, draw a card.<br><div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Faithless Looting</b> (R)<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.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Faithless Looting</b> (R)<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.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <b>Faithless Looting</b> (R)<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.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  |
| <b>Faithless Looting</b> (R)<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.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                   | <b>Grisly Salvage</b> (B)(G)<br><hr/> Instant<br><hr/> Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Grisly Salvage</b> (B)(G)<br><hr/> Instant<br><hr/> Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

**B G**

Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Menace (This creature can't be blocked except by two or more creatures.)  
Discard a card, Sacrifice this creature: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Menace (This creature can't be blocked except by two or more creatures.)  
Discard a card, Sacrifice this creature: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UUBB

Flying, deathtouch  
Hexproof (This creature can't be the  
target of spells or abilities your  
opponents control.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UUBB

Flying, deathtouch  
Hexproof (This creature can't be the  
target of spells or abilities your  
opponents control.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UUBB

Flying, deathtouch  
Hexproof (This creature can't be the  
target of spells or abilities your  
opponents control.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <p><b>Samut, Voice of Dissent</b> ③④⑥</p> <p>Legendary Creature -- Human Warrior</p> <p>Flash<br/>Double strike, vigilance, haste<br/>Other creatures you control have haste.<br/>{W}, {T}: Untap another target creature.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Samut, Voice of Dissent</b> ③④⑥</p> <p>Legendary Creature -- Human Warrior</p> <p>Flash<br/>Double strike, vigilance, haste<br/>Other creatures you control have haste.<br/>{W}, {T}: Untap another target creature.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shriekhorn</b> ①</p> <p>Artifact</p> <p>This artifact enters with three charge counters on it.<br/>{T}, Remove a charge counter from this artifact: Target player mills two cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                       | <p><b>Shriekhorn</b> ①</p> <p>Artifact</p> <p>This artifact enters with three charge counters on it.<br/>{T}, Remove a charge counter from this artifact: Target player mills two cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                       |
| <p><b>Shriekhorn</b> ①</p> <p>Artifact</p> <p>This artifact enters with three charge counters on it.<br/>{T}, Remove a charge counter from this artifact: Target player mills two cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                              | <p><b>Shriekhorn</b> ①</p> <p>Artifact</p> <p>This artifact enters with three charge counters on it.<br/>{T}, Remove a charge counter from this artifact: Target player mills two cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                              | <p><b>Soulflayer</b> ④②②</p> <p>Creature -- Demon</p> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Soulflayer</b> ④②②</p> <p>Creature -- Demon</p> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Soulflyer</b> (4)(B)(B)<br>Creature -- Demon<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Soulflyer</b> (4)(B)(B)<br>Creature -- Demon<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                          | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                          | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                                                                                                                  | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)                                                                                                                                                                                                                                                                                                   |

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Takenuma, Abandoned Mire

## Legendary Land

{T}: Add {B}.  
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Traverse the Ulvenwald

## Sorcery

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

Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Traverse the Ulvenwald ⑥

Sorcery

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

Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urborg, Tomb of Yawgmoth

## Legendary Land

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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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>Zetalpa, Primal Dawn 6WW</div> <div>Legendary Creature -- Elder Dinosaur</div> <div>Flying, double strike, vigilance, trample, indestructible</div> <div>4/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                               | <div>Zetalpa, Primal Dawn 6WW</div> <div>Legendary Creature -- Elder Dinosaur</div> <div>Flying, double strike, vigilance, trample, indestructible</div> <div>4/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                               | <div>Zetalpa, Primal Dawn 6WW</div> <div>Legendary Creature -- Elder Dinosaur</div> <div>Flying, double strike, vigilance, trample, indestructible</div> <div>4/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      |
| <div>Boseiju, Who Endures</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boseiju, Who Endures</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boseiju, Who Endures</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Collective Brutality</b> ①①B<br><b>Sorcery</b><br><p>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</p> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.</li> <li>* Target creature gets -2/-2 until end of turn.</li> <li>* Target opponent loses 2 life and you gain 2 life.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Collective Brutality</b> ①①B<br><b>Sorcery</b><br><p>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</p> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.</li> <li>* Target creature gets -2/-2 until end of turn.</li> <li>* Target opponent loses 2 life and you gain 2 life.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Necromentia</b> ①①B①B<br><b>Sorcery</b><br><p>Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Necromentia</b> ①①B①B<br><b>Sorcery</b><br><p>Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                       |
| <b>Necromentia</b> ①①B①B<br><b>Sorcery</b><br><p>Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                            | <b>Pithing Needle</b> ①<br><b>Artifact</b><br><p>As this artifact enters, choose a card name.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                                                                                         | <b>Pithing Needle</b> ①<br><b>Artifact</b><br><p>As this artifact enters, choose a card name.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                              | <b>Siege Smash</b> ①①R<br><b>Instant</b><br><p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Target creature gets +3/+2 and gains trample until end of turn.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |

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