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| <div>Alms of the Vein (2)(B)</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Alms of the Vein (2)(B)</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div>Alms of the Vein (2)(B)</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div>Alms of the Vein (2)(B)</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div>Chain Lightning (R)</div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chain Lightning (R)</div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                |

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| <div><div>Faithless Looting</div><div><div>R</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div><div>Faithless Looting</div><div><div>R</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div><div>Faithless Looting</div><div><div>R</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Grab the Prize</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Grab the Prize</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Grab the Prize</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Grab the Prize</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Highway Robbery</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>You may discard a card or sacrifice a land. If you do, draw two cards. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Jagged Barrens</div></div> <div>Land -- Desert</div> <div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  | <div><div>Jagged Barrens</div></div> <div>Land -- Desert</div> <div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  | <div><div>Jagged Barrens</div></div> <div>Land -- Desert</div> <div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  | <div><div>Jagged Barrens</div></div> <div>Land -- Desert</div> <div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  |

Playtest cards - il\_paso - Pauper (Lega Pauper Genova, Spring Season Lunedì 5 Maggio Ore 18.00) sheet 4/10 - 8 cards - 2.5 x 3.5 in each  
CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Rakdos Carnarium</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {B}{R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                               | <div> <div>Rakdos Carnarium</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {B}{R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                               | <div> <div>Razortrap Gorge</div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                     | <div> <div>Razortrap Gorge</div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                     |
| <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Stormshriek Feral<div><div>4R</div></div></div><div>Creature -- Dragon</div><div>Flying, haste<br/>{1}{R}: This creature gets +1/+0 until end of turn.</div><div>3/3</div><div>----- ADVENTURE -----</div><div>Flush Out<div><div>1R</div></div></div><div>Sorcery -- Omen</div><div>Discard a card. If you do, draw two cards. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Stormshriek Feral<div><div>4R</div></div></div><div>Creature -- Dragon</div><div>Flying, haste<br/>{1}{R}: This creature gets +1/+0 until end of turn.</div><div>3/3</div><div>----- ADVENTURE -----</div><div>Flush Out<div><div>1R</div></div></div><div>Sorcery -- Omen</div><div>Discard a card. If you do, draw two cards. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><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><div><div>Vampire's Kiss<div><div>1B</div></div></div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                | <div><div><div>Vampire's Kiss<div><div>1B</div></div></div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                | <div><div><div>Vampire's Kiss<div><div>1B</div></div></div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Vampire's Kiss<div><div>1B</div></div></div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

```
Choose one --
* Cast into the Fire deals 1 damage
to each of up to two target
creatures.
* Exile target artifact.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- \* Cast into the Fire deals 1 damage to each of up to two target creatures.
- \* Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

- \* Cast into the Fire deals 1 damage to each of up to two target creatures.
- \* Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Enchant land  
Enchanted land is a Swamp.  
Whenever enchanted land becomes  
tapped, its controller loses 2 life.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Contaminated Ground</div><div>1B</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land is a Swamp.<br/>Whenever enchanted land becomes tapped, its controller loses 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Contaminated Ground</div><div>1B</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land is a Swamp.<br/>Whenever enchanted land becomes tapped, its controller loses 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand.<br/>You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand.<br/>You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      |
| <div><div><div>End the Festivities</div><div>R</div></div><div>Sorcery</div><div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>End the Festivities</div><div>R</div></div><div>Sorcery</div><div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Extract a Confession</div><div>1B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Extract a Confession</div><div>1B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div> <div>Flaring Pain</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Nihil Spellbomb</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Nihil Spellbomb</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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