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| <div><div><b>Arid Mesa</b></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><b>Blood Crypt</b></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><b>Blood Crypt</b></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><b>Blood Crypt</b></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><b>Blood Moon</b><div>2R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</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>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> |

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| <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                    | <b>Dark Matter Manipulator</b> <b>B</b><br><hr/> Creature -- Human Warlock<br><hr/> When this creature enters, mill three cards.<br>This creature gets +2/+0 for every seven cards in your graveyard.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                  | <b>Dark Matter Manipulator</b> <b>B</b><br><hr/> Creature -- Human Warlock<br><hr/> When this creature enters, mill three cards.<br>This creature gets +2/+0 for every seven cards in your graveyard.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                  | <b>Dark Matter Manipulator</b> <b>B</b><br><hr/> Creature -- Human Warlock<br><hr/> When this creature enters, mill three cards.<br>This creature gets +2/+0 for every seven cards in your graveyard.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                  |
| <b>Dark Matter Manipulator</b> <b>B</b><br><hr/> Creature -- Human Warlock<br><hr/> When this creature enters, mill three cards.<br>This creature gets +2/+0 for every seven cards in your graveyard.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Detective's Phoenix</b> <b>2R</b><br><hr/> Enchantment Creature -- Phoenix<br><hr/> 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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Detective's Phoenix</b> <b>2R</b><br><hr/> Enchantment Creature -- Phoenix<br><hr/> 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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Detective's Phoenix</b> <b>2R</b><br><hr/> Enchantment Creature -- Phoenix<br><hr/> 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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <b>Detective's Phoenix</b> (2)(R)<br>Enchantment Creature -- Phoenix<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fatal Push</b> (B)<br>Instant<br>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.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lightning Bolt</b> (R)<br>Instant<br>Lightning Bolt deals 3 damage to any target.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                    | <b>Lightning Bolt</b> (R)<br>Instant<br>Lightning Bolt deals 3 damage to any target.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                    |

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| <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Marsh Flats</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Marsh Flats</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div><div>Marsh Flats</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>9</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>9</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>9</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Mishra's Bauble</div> <div>Artifact</div> <div> {[T]}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. </div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                         | <div> <div>Moonshadow</div> <div>Creature -- Elemental</div> <div> Menace<br/> This creature enters with six -1/-1 counters on it. 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>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Moonshadow</div> <div>Creature -- Elemental</div> <div> Menace<br/> This creature enters with six -1/-1 counters on it. 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>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                | <div> <div>Moonshadow</div> <div>Creature -- Elemental</div> <div> Menace<br/> This creature enters with six -1/-1 counters on it. 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>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                |
| <div> <div>Moonshadow</div> <div>Creature -- Elemental</div> <div> Menace<br/> This creature enters with six -1/-1 counters on it. 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>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div> ({[T]}: Add {[R]}.) </div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                       | <div> <div>Nethergoyf</div> <div>Creature -- Lhurgoyf</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. 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>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Nethergoyf</div> <div>Creature -- Lhurgoyf</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. 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>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

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| <div> <b>Nethergoyf</b> <span>(B)</span> </div> <div>           Creature -- Lhurgoyf         </div> <div> <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.</p> <p>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> <div> <div>* / 1 + *</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Nethergoyf</b> <span>(B)</span> </div> <div>           Creature -- Lhurgoyf         </div> <div> <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.</p> <p>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> <div> <div>* / 1 + *</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Nihil Spellbomb</b> <span>(1)</span> </div> <div>           Artifact         </div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>       | <div> <b>Raucous Theater</b> </div> <div>           Land -- Swamp Mountain         </div> <div> <p>{T}: Add {B} or {R}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>               |
| <div> <b>Raucous Theater</b> </div> <div>           Land -- Swamp Mountain         </div> <div> <p>{T}: Add {B} or {R}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                       | <div> <b>Street Wraith</b> <span>(3)(B)(B)</span> </div> <div>           Creature -- Wraith         </div> <div> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</p> <p>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> </div> <div> <div>3 / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                         | <div> <b>Street Wraith</b> <span>(3)(B)(B)</span> </div> <div>           Creature -- Wraith         </div> <div> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</p> <p>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> </div> <div> <div>3 / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Street Wraith</b> <span>(3)(B)(B)</span> </div> <div>           Creature -- Wraith         </div> <div> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</p> <p>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> </div> <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> <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><div>3/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                | <div><div>Thoughtseize</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                |
| <div><div>Thoughtseize</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                    | <div><div>Thoughtseize</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thoughtseize</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Troll of Khazad-dûm</div><div><div>5</div><div>B</div></div></div> <div><div>Creature -- Troll</div><div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>6/5</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Troll of Khazad-dûm</div><div><div>5</div><div>B</div></div></div><div><div>Creature -- Troll</div><div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div><div><div>6/5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Unholy Heat</div><div><div>R</div></div></div><div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     | <div><div><div>Unholy Heat</div><div><div>R</div></div></div><div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Verdant Catacombs</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                    |
| <div><div><div>Blood Moon</div><div><div>2</div><div>R</div></div></div><div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                        | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Glistening Deluge</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><div>Glistening Deluge</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

④ R

When this creature enters, destroy target artifact.  
 Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

ⓑ

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

**(X) (R)**

Destroy each artifact with mana value  $X$  or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      hotbox.dev

**(X) (R)**

Destroy each artifact with mana value  $X$  or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.  
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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③ R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

Flying  
When this creature enters, destroy  
target nonbasic land an opponent  
controls.

4/4

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| <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> <p>[sideboard]</p> <div>4/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> <p>[sideboard]</p> <div>4/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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