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| <div><div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div><div><div>Creature -- Devil Horror</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div><div><div>Creature -- Devil Horror</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div><div><div>Creature -- Devil Horror</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div><div><div>Creature -- Devil Horror</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Blackcleave Cliffs</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                       | <div><div><div>Blackcleave Cliffs</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                       | <div><div><div>Blackcleave Cliffs</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                       | <div><div><div>Blackcleave Cliffs</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                       |

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| <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>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> | <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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| <div> <div>Collective Brutality</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Collective Brutality</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Faithless Looting</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                              | <div> <div>Faithless Looting</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                              |
| <div> <div>Faithless Looting</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                        | <div> <div>Faithless Looting</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                        | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Kolaghan's Command</div><div>1BR</div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kolaghan's Command</div><div>1BR</div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 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>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>                                                                                           |

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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>Liliana, the Last Hope</div><div>(1)(B)(B)</div></div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Up to one target creature gets -2/-1 until your next turn.<br/>[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.<br/>[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lingering Souls</div><div>(2)(W)</div></div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (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><div><div>Lingering Souls</div><div>(2)(W)</div></div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (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><div><div>Lingering Souls</div><div>(2)(W)</div></div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (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><div><div>Lingering Souls</div><div>(2)(W)</div></div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (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><div><div>Manamorphose</div><div>(1)(R/G)</div></div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |

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| <div> <div>Manamorphose</div> <div> <div>1</div> <div>R/G</div> </div> </div> <div>Instant</div> <div>Add two mana in any combination of colors.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Marsh Flats</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>Marsh Flats</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>Marsh Flats</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>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>           {T}: Add {R} or {W}.)<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>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>           {T}: Add {R} or {W}.)<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> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     | <div>TerminateBR</div> <div>Instant</div> <div>Destroy target creature. It can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       |
| <div>TerminateBR</div> <div>Instant</div> <div>Destroy target creature. It can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>ThoughtseizeB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>ThoughtseizeB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>ThoughtseizeB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <p><b>Young Pyromancer</b> (1)(R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                             | <p><b>Young Pyromancer</b> (1)(R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                 | <p><b>Young Pyromancer</b> (1)(R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                            | <p><b>Young Pyromancer</b> (1)(R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                            |
| <p><b>Collective Brutality</b> (1)(B)</p> <p>Sorcery</p> <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> | <p><b>Crackling Doom</b> (R)(W)(B)</p> <p>Instant</p> <p>Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Engineered Explosives</b> (X)</p> <p>Artifact</p> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Engineered Explosives</b> (X)</p> <p>Artifact</p> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Mikebrav - Modern (Modern League)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Goblin Rabblemaster</b> (2)(R)<br>Creature -- Goblin Warrior<br>Other Goblin creatures you control attack each combat if able.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Goblin Rabblemaster</b> (2)(R)<br>Creature -- Goblin Warrior<br>Other Goblin creatures you control attack each combat if able.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hazoret the Fervent</b> (3)(R)<br>Legendary Creature -- God<br>Indestructible, haste<br>Hazoret can't attack or block unless you have one or fewer cards in hand.<br>{2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.<br>[sideboard]<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kambal, Consul of Allocation</b> (1)(W)(B)<br>Legendary Creature -- Human Advisor<br>Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                    |
| <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                 | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Molten Rain1RR</div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wear1R</div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>TearW</div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Wear1R</div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>TearW</div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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