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| <div><div>Ashen Rider</div><div><div>4</div><div>W</div><div>W</div><div>B</div><div>B</div></div><div>Creature -- Archon</div><div>Flying<br/>When this creature enters or dies,<br/>exile target permanent.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard<br/>three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                      | <div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard<br/>three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                      | <div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard<br/>three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                      |
| <div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard<br/>three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Bloodghast</div><div><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as<br/>an opponent has 10 or less life.<br/>Landfall -- Whenever a land you<br/>control enters, you may return this<br/>card from your graveyard to the<br/>battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bloodghast</div><div><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as<br/>an opponent has 10 or less life.<br/>Landfall -- Whenever a land you<br/>control enters, you may return this<br/>card from your graveyard to the<br/>battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bloodghast</div><div><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as<br/>an opponent has 10 or less life.<br/>Landfall -- Whenever a land you<br/>control enters, you may return this<br/>card from your graveyard to the<br/>battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>B</div><div>B</div></div><div><b>Bloodghast</b></div></div> <div><div>Creature -- Vampire Spirit</div><div><p>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p></div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>B</div><div>B</div><div>B</div></div><div><b>Bridge from Below</b></div></div> <div><div>Enchantment</div><div><p>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>B</div><div>B</div><div>B</div></div><div><b>Bridge from Below</b></div></div> <div><div>Enchantment</div><div><p>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>B</div><div>B</div><div>B</div></div><div><b>Bridge from Below</b></div></div> <div><div>Enchantment</div><div><p>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>B</div><div>B</div><div>B</div></div><div><b>Bridge from Below</b></div></div> <div><div>Enchantment</div><div><p>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>B</div></div><div><b>Cabal Therapy</b></div></div> <div><div>Sorcery</div><div><p>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>B</div></div><div><b>Cabal Therapy</b></div></div> <div><div>Sorcery</div><div><p>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>B</div></div><div><b>Cabal Therapy</b></div></div> <div><div>Sorcery</div><div><p>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     |

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| <div><div>Cabal Therapy</div><div>B</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (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>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  |
| <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Dakmor Salvage</div><div>Land</div><div>This land enters tapped. {T}: Add {B}. Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dakmor Salvage</div><div>Land</div><div>This land enters tapped. {T}: Add {B}. Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dread Return</div><div>2BB</div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (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> |

2 B B

Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Vigilance  
Other creatures you control get  
+2/+2.  
Creatures your opponents control get  
-2/-2.

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R W

When this creature enters, creatures you control get +1/+1 and gain haste until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.

{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.

Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Golgari Grave-Troll</b> (4)(G)<br>Creature -- Troll Skeleton<br>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.<br>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.<br>Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Golgari Grave-Troll</b> (4)(G)<br>Creature -- Troll Skeleton<br>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.<br>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.<br>Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Golgari Grave-Troll</b> (4)(G)<br>Creature -- Troll Skeleton<br>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.<br>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.<br>Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Golgari Thug</b> (1)(B)<br>Creature -- Human Warrior<br>When this creature dies, put target creature card from your graveyard on top of your library.<br>Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ichorid</b> (3)(B)<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                         | <b>Ichorid</b> (3)(B)<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                         | <b>Mana Confluence</b><br>Land<br>{T}, Pay 1 life: Add one mana of any color.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                      | <b>Mana Confluence</b><br>Land<br>{T}, Pay 1 life: Add one mana of any color.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                      |

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| <div><div>Mental Misstep</div><div>UP</div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Mental Misstep</div><div>UP</div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Mental Misstep</div><div>UP</div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Mental Misstep</div><div>UP</div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |
| <div><div>Narcomoeba</div><div>1U</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Narcomoeba</div><div>1U</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Narcomoeba</div><div>1U</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Narcomoeba</div><div>1U</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Prized Amalgam</b> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step. </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Prized Amalgam</b> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step. </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Prized Amalgam</b> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step. </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Prized Amalgam</b> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step. </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Serum Powder</b> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> {T}: Add {C}.<br/> Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                       | <div> <b>Serum Powder</b> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> {T}: Add {C}.<br/> Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                       | <div> <b>Serum Powder</b> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> {T}: Add {C}.<br/> Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                       | <div> <b>Serum Powder</b> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> {T}: Add {C}.<br/> Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                       |

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| <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>Gurmag Angler</b> (6)(B)<br>Creature -- Zombie Fish<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   |

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| <div> <div>Hollow One</div> <div>5</div> </div> <div>Artifact Creature -- Golem</div> <div> <p>This spell costs {2} less to cast for each card you've cycled or discarded this turn.</p> <p>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                   | <div> <div>Ingot Chewer</div> <div>4R</div> </div> <div>Creature -- Elemental</div> <div> <p>When this creature enters, destroy target artifact.</p> <p>Invoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>      | <div> <div>Ingot Chewer</div> <div>4R</div> </div> <div>Creature -- Elemental</div> <div> <p>When this creature enters, destroy target artifact.</p> <p>Invoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>      | <div> <div>Leyline of the Void</div> <div>2BB</div> </div> <div>Enchantment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
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**G**

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