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| <p><b>Amped Raptor</b> <span>1</span><span>R</span></p> <p>Creature -- Dinosaur</p> <p>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> <p><b>2/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Amped Raptor</b> <span>1</span><span>R</span></p> <p>Creature -- Dinosaur</p> <p>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> <p><b>2/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Amped Raptor</b> <span>1</span><span>R</span></p> <p>Creature -- Dinosaur</p> <p>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> <p><b>2/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Amped Raptor</b> <span>1</span><span>R</span></p> <p>Creature -- Dinosaur</p> <p>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> <p><b>2/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Arena of Glory</b></p> <p>Land</p> <p>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                        | <p><b>Arena of Glory</b></p> <p>Land</p> <p>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                        | <p><b>Arena of Glory</b></p> <p>Land</p> <p>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                        | <p><b>Bloodstained Mire</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                   |

## Bloodstained Mire

Land

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

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## Bloodstained Mire

Land

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

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## Bloodstained Mire

Land

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

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## Commercial District

Land -- Mountain Forest

(**{T}**: Add **{R}** or **{G}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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**Dragon's Rage Channeler** <sup>®</sup>

Creature -- Human Shaman

Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)

Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

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Creature -- Human Shaman

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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| <div><div><div>Jegantha, the Wellspring</div><div><div>4</div><div>R/G</div></div></div><div>Legendary Creature -- Elemental Elk</div><div>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(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>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(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>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(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>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(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>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>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>                                                                                                                    |

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

[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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

[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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                   |
| <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                    | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                              | <div><div>Mutagenic Growth</div><div><div>GP</div></div></div> <div><div>Instant</div><div>({G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                            | <div><div>Mutagenic Growth</div><div><div>GP</div></div></div> <div><div>Instant</div><div>({G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <p><b>Mutagenic Growth</b> <span>GP</span></p> <p>Instant</p> <p>(<math>\{G/P\}</math> can be paid with either <math>\{G\}</math> or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Mutagenic Growth</b> <span>GP</span></p> <p>Instant</p> <p>(<math>\{G/P\}</math> can be paid with either <math>\{G\}</math> or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Scale Up</b> <span>G</span></p> <p>Sorcery</p> <p>Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload <math>\{4\}\{G\}\{G\}</math> (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                         | <p><b>Scale Up</b> <span>G</span></p> <p>Sorcery</p> <p>Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload <math>\{4\}\{G\}\{G\}</math> (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                         |
| <p><b>Slickshot Show-Off</b> <span>1R</span></p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot <math>\{1\}\{R\}</math> (You may pay <math>\{1\}\{R\}</math> 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.)</p> <p><b>1/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Slickshot Show-Off</b> <span>1R</span></p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot <math>\{1\}\{R\}</math> (You may pay <math>\{1\}\{R\}</math> 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.)</p> <p><b>1/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Slickshot Show-Off</b> <span>1R</span></p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot <math>\{1\}\{R\}</math> (You may pay <math>\{1\}\{R\}</math> 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.)</p> <p><b>1/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Slickshot Show-Off</b> <span>1R</span></p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot <math>\{1\}\{R\}</math> (You may pay <math>\{1\}\{R\}</math> 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.)</p> <p><b>1/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Stomping Ground</div><div></div></div><div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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><div><div>Stomping Ground</div><div></div></div><div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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><div><div>Stomping Ground</div><div></div></div><div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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><div><div>Stomping Ground</div><div></div></div><div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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>                                                                                             |

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| <div><div><div>Underworld Breach</div><div>①Ⓡ</div></div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wooded Foothills</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div><div>Wooded Foothills</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div><div>Wooded Foothills</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             |
| <div><div><div>Wooded Foothills</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                            | <div><div><div>Bonecrusher Giant</div><div>②Ⓡ</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div><div>Stomp</div><div>①Ⓡ</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bonecrusher Giant</div><div>②Ⓡ</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div><div>Stomp</div><div>①Ⓡ</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Galvanic Discharge</div><div>Ⓡ</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

① ② R

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

① R

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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Destroy target artifact. Smash to
Smithereens deals 3 damage to that
artifact's controller.
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① R

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Destroy target artifact. Smash to
Smithereens deals 3 damage to that
artifact's controller.
```

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## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ⑨

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev