

① R

Choose one --

- \* Destroy target artifact.

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① ②

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Exile target creature if it has mana
value 3 or less.
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Corrupted -- Exile that creature instead if its controller has three or more poison counters.

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2 B B

Flying

This creature enters with four oil counters on it.

At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.

6/6

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6/6

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## Land

This land enters tapped unless you control two or fewer other lands.

$\{T\}$ : Add  $\{B\}$  or  $\{R\}$ .

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| <div><div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              |
| <div><div><div>Cut Down</div><div>Instant</div><div><div>Destroy target creature with total power and toughness 5 or less.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                             | <div><div><div>Cut Down</div><div>Instant</div><div><div>Destroy target creature with total power and toughness 5 or less.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                             | <div><div><div>Dreams of Steel and Oil</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dreams of Steel and Oil</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                         | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                         | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                         | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                         |
| <div> <div>Fear of Missing Out</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Enchantment Creature -- Nightmare</div> <div> <p>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.</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fear of Missing Out</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Enchantment Creature -- Nightmare</div> <div> <p>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.</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fear of Missing Out</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Enchantment Creature -- Nightmare</div> <div> <p>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.</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fear of Missing Out</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Enchantment Creature -- Nightmare</div> <div> <p>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.</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Gix's Command</div><div><div>3</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Choose two --<br/>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br/>* Destroy each creature with power 2 or less.<br/>* Return up to two creature cards from your graveyard to your hand.<br/>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Harvester of Misery</div><div><div>3</div><div>B</div><div>B</div></div></div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                        | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   |

## Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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## Preacher of the Schism (2)(B)

Creature -- Vampire Cleric

Deathtouch  
Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.  
Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

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**Oarsi Revenant** (1)(B)(B)

Creature -- Vampire

Flying, deathtouch, lifelink  
Renew -- {2}{B}, Exile this card  
from your graveyard: Put a flying  
counter, a deathtouch counter, and a  
lifelink counter on target creature.  
Activate only as a sorcery.

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**Qarsi Revenant** (1)(B)(B)

Creature -- Vampire

Flying, deathtouch, lifelink  
Renew -- {2}{B}, Exile this card  
from your graveyard: Put a flying  
counter, a deathtouch counter, and a  
lifelink counter on target creature.  
Activate only as a sorcery.

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## Restless Vents

Land

This land enters tapped.  
{T}: Add {B} or {R}.  
{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.  
Whenever this land attacks, you may discard a card. If you do, draw a card.

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## Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

Deathtouch  
Whenever you draw a card, you gain 2 life.  
Whenever an opponent draws a card, they lose 2 life.

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| <div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                   |
| <div>Tersa Lightshatter2R</div> <div>Legendary Creature -- Orc Wizard</div> <div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tersa Lightshatter2R</div> <div>Legendary Creature -- Orc Wizard</div> <div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Torch the TowerR</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Torch the TowerR</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> |
| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div> <div>Anoint with Affliction</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature if it has mana value 3 or less.</p> <p>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Brotherhood's End</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Brotherhood's End deals 3 damage to each creature and each planeswalker.</li> <li>* Destroy all artifacts with mana value 3 or less.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Chandra, Spark Hunter</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Chandra</div> <div> <p>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.</p> <p>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.</p> <p>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.</p> <p>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."</p> <p>[sideboard]</p> <div> <div>L</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                |

Playtest cards - OafMcNamara - Standard (Standard 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

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sidebar]

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①

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[sidebar]

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3 B B

Choose two --

- \* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- \* Destroy each creature with power 2 or less.
- \* Return up to two creature cards from your graveyard to your hand.
- \* Each opponent sacrifices a creature with the greatest power among creatures they control.

[sideboard]

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3 B B

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

[sideboard]

5/4

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① B B

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

**L 3**

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① B B

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
```

[sidebar]

**L 3**

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®

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sidebar]

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① B

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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| <div> <div> <b>Sunspine Lynx</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Elemental Cat         </div> <div>           Players can't gain life.<br/>           Damage can't be prevented.<br/>           When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Sunspine Lynx</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Elemental Cat         </div> <div>           Players can't gain life.<br/>           Damage can't be prevented.<br/>           When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>The Stone Brain</b> <div> <div>2</div> </div> </div> <div>           Legendary Artifact         </div> <div>           {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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