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| <div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div><div>Sorcery</div><div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div><div>----- BACK FACE -----</div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div><div>Sorcery</div><div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div><div>----- BACK FACE -----</div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Castle Locthwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |
| <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  | <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  | <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Didn't Say Please</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell. Its controller mills three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Didn't Say Please</b> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> Instant </div> <div> Counter target spell. Its controller mills three cards. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                         | <div> <div> <b>Disdainful Stroke</b> <div> <div>1</div> <div>U</div> </div> </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                           | <div> <div> <b>Drown in the Loch</b> <div> <div>U</div> <div>B</div> </div> </div> <div> Instant </div> <div> Choose one --           * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.           * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Drown in the Loch</b> <div> <div>U</div> <div>B</div> </div> </div> <div> Instant </div> <div> Choose one --           * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.           * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Drown in the Loch</b> <div> <div>U</div> <div>B</div> </div> </div> <div> Instant </div> <div> Choose one --           * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.           * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Drown in the Loch</b> <div> <div>U</div> <div>B</div> </div> </div> <div> Instant </div> <div> Choose one --           * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.           * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Eliminate</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target creature or planeswalker with mana value 3 or less. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                   | <div> <div> <b>Eliminate</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target creature or planeswalker with mana value 3 or less. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                   |

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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Heartless Act</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Heartless Act</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Into the Story</div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Into the Story</div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |

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| <div><div><div>Into the Story</div><div>5UU</div></div><div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Into the Story</div><div>5UU</div></div><div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Merfolk Windrobber</b> <span>U</span><br>Creature -- Merfolk Rogue<br>Flying<br>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)<br>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Merfolk Windrobber</b> <span>U</span><br>Creature -- Merfolk Rogue<br>Flying<br>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)<br>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Merfolk Windrobber</b> <span>U</span><br>Creature -- Merfolk Rogue<br>Flying<br>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)<br>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Merfolk Windrobber</b> <span>U</span><br>Creature -- Merfolk Rogue<br>Flying<br>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)<br>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Mystical Dispute</b> <span>2U</span><br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | <b>Of One Mind</b> <span>2U</span><br>Sorcery<br>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br>Draw two cards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      | <b>Of One Mind</b> <span>2U</span><br>Sorcery<br>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br>Draw two cards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      | <b>Ruin Crab</b> <span>U</span><br>Creature -- Crab<br>Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                           |

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0.  
Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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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>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                | <div>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                |
| <div>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <span>ⓑ</span></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <span>ⓑ</span></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <span>ⓑ</span></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Thieves' Guild Enforcer</div><div>B</div></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             |
| <div><div>Cling to Dust</div><div>B</div></div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.<br/>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cling to Dust</div><div>B</div></div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.<br/>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Crippling Fear</div><div>2BB</div></div> <div>Sorcery</div> <div>Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Crippling Fear</div><div>2BB</div></div> <div>Sorcery</div> <div>Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



2 B B

Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.

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**B**

Enchant creature  
Enchanted creature gets -2/-2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

Enchant creature  
Enchanted creature gets -2/-2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

```
Counter target spell with mana value
4 or greater.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (W/B) (W/B)

Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

3/2

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② ③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {2}{B}

This creature can't block.

If this creature was kicked, it enters with two +1/+1 counters on it.

Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Kicker {2}{B}  
This creature can't block.  
If this creature was kicked, it enters with two +1/+1 counters on it.  
Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.

3/1

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| <div> <div> <b>Skyclave Shade</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Shade</div> <div> <div> <div>Kicker {2}{B}</div> <div>This creature can't block.</div> <div>If this creature was kicked, it enters with two +1/+1 counters on it.</div> <div>Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.</div> <div>[sideboard]</div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Skyclave Shade</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Shade</div> <div> <div> <div>Kicker {2}{B}</div> <div>This creature can't block.</div> <div>If this creature was kicked, it enters with two +1/+1 counters on it.</div> <div>Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.</div> <div>[sideboard]</div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Soul-Guide Lantern</b> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div> <div>When this artifact enters, exile target card from a graveyard.</div> <div>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> |
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