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| <b>Archon of Cruelty</b> 6BB<br>Creature -- Archon<br>Flying<br>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Archon of Cruelty</b> 6BB<br>Creature -- Archon<br>Flying<br>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Archon of Cruelty</b> 6BB<br>Creature -- Archon<br>Flying<br>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Archon of Cruelty</b> 6BB<br>Creature -- Archon<br>Flying<br>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Blackcleave Cliffs</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {R}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                   | <b>Blood Crypt</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | <b>Blood Crypt</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | <b>Blood Crypt</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  |

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| <b>Bloodghast</b> <b>B</b> <b>B</b><br>Creature -- Vampire Spirit<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodghast</b> <b>B</b> <b>B</b><br>Creature -- Vampire Spirit<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodghast</b> <b>B</b> <b>B</b><br>Creature -- Vampire Spirit<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodghast</b> <b>B</b> <b>B</b><br>Creature -- Vampire Spirit<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Bloodstained Mire</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                    | <b>Bloodstained Mire</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                    | <b>Bloodstained Mire</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                    | <b>Bloodstained Mire</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                    |

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| <div> <div>Bone Shards</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature or discard a card.<br/>Destroy target creature or planeswalker.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                              | <div> <div>Bone Shards</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature or discard a card.<br/>Destroy target creature or planeswalker.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                              | <div> <div>Corrupted Conviction</div> <div>B</div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                | <div> <div>Corrupted Conviction</div> <div>B</div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature.<br/>Draw two cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                           |
| <div> <div>Emperor of Bones</div> <div>1B</div> </div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Emperor of Bones</div> <div>1B</div> </div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Emperor of Bones</div> <div>1B</div> </div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Faithless Looting</div> <div>R</div> </div> <div>Sorcery</div> <div> <p>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Faithless Looting</div><div>R</div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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>Faithless Looting</div><div>R</div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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>Faithless Looting</div><div>R</div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |
| <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div><div>Persist</div><div>1B</div></div><div>Sorcery</div><div>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |
| <div><div><div>Persist</div><div>1B</div></div><div>Sorcery</div><div>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Persist</div><div>1B</div></div><div>Sorcery</div><div>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Persist</div><div>1B</div></div><div>Sorcery</div><div>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Polluted Delta</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><b>Polluted Delta</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><b>Raucous Theater</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div><b>Raucous Theater</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |
| <div><div><b>Souls of the Lost</b> 1B</div><div>Creature -- Spirit</div><div>As an additional cost to cast this spell, discard a card or sacrifice a permanent.<br/>Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.</div><div>*/*+1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Souls of the Lost</b> 1B</div><div>Creature -- Spirit</div><div>As an additional cost to cast this spell, discard a card or sacrifice a permanent.<br/>Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.</div><div>*/*+1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Souls of the Lost</b> 1B</div><div>Creature -- Spirit</div><div>As an additional cost to cast this spell, discard a card or sacrifice a permanent.<br/>Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.</div><div>*/*+1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Souls of the Lost</b> 1B</div><div>Creature -- Spirit</div><div>As an additional cost to cast this spell, discard a card or sacrifice a permanent.<br/>Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.</div><div>*/*+1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Spymaster's Vault</div><div>Land</div><div><p>This land enters tapped unless you control a Swamp.</p><p>{T}: Add {B}.</p><p>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div><p>This land enters tapped unless you control a Swamp.</p><p>{T}: Add {B}.</p><p>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div><p>This land enters tapped unless you control a Swamp.</p><p>{T}: Add {B}.</p><p>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div><p>This land enters tapped unless you control a Swamp.</p><p>{T}: Add {B}.</p><p>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Stitcher's Supplier</div><div> Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                | <div><div>Stitcher's Supplier</div><div> Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                | <div><div>Stitcher's Supplier</div><div> Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                | <div><div>Stitcher's Supplier</div><div> Creature -- Zombie</div><div><p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div><div>Village RitesB</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div><div>Village RitesB</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           |
| <div><div>Brotherhood's End1RR</div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brotherhood's End1RR</div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brotherhood's End1RR</div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Extract the Truth1B</div><div>Sorcery</div><div>Choose one --<br/>* Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card.<br/>* Target opponent sacrifices an enchantment of their choice.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Extract the Truth</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card.</li> <li>* Target opponent sacrifices an enchantment of their choice.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Extract the Truth</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card.</li> <li>* Target opponent sacrifices an enchantment of their choice.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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