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| <div><div>Arena of Glory</div><div>Land</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |
| <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>( {T}: Add {B} or {R}. )<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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>( {T}: Add {B} or {R}. )<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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>( {T}: Add {B} or {R}. )<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>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain 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><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |
| <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Detective's Phoenix</div><div>Enchantment Creature -- Phoenix</div><div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div> Detective's Phoenix 2 R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Detective's Phoenix 2 R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Detective's Phoenix 2 R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                              |
| <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                    | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                    | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                    | <div> <div> Fatal Push B </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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① ② R

When this creature enters, discard a card, then draw a card.

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

When this creature enters, discard a card, then draw a card.

**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.

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®

Menace  
Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Menace  
Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Menace  
Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Menace  
Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn. Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                           | <div>Nethergoyf</div> <div>Creature -- Lhurgoyf</div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nethergoyf</div> <div>Creature -- Lhurgoyf</div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nethergoyf</div> <div>Creature -- Lhurgoyf</div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Nethergoyf</div> <div>Creature -- Lhurgoyf</div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            |

Playtest cards - ChimmyNorbit - Modern (Modern 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Orcish Bowmasters</b> (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ox of Agonas</b> (3)(R)(R)</p> <p>Creature -- Ox</p> <p>When this creature enters, discard your hand, then draw three cards. Escape--(R){R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Raucous Theater</b></p> <p>Land -- Swamp Mountain</p> <p>([T]: Add {B} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>          | <p><b>Street Wraith</b> (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Street Wraith</b> (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                           | <p><b>Street Wraith</b> (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                  | <p><b>Street Wraith</b> (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tarfire</b> (R)</p> <p>Kindred Instant -- Goblin</p> <p>Tarfire deals 2 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                           |

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| <div>Wooded Foothills</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>Wooded Foothills</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>Wooded Foothills</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>Wooded Foothills</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>Alpine Moon</div> <div>Enchantment</div> <div>As this enchantment enters, choose a nonbasic land card name.<br/>Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Alpine Moon</div> <div>Enchantment</div> <div>As this enchantment enters, choose a nonbasic land card name.<br/>Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Engineered Explosives</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Engineered Explosives</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Leyline of the Void</div><div>2BB</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Leyline of the Void</div><div>2BB</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Leyline of the Void</div><div>2BB</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          |
| <div><div>Leyline of the Void</div><div>2BB</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Obsidian Charmaw</div><div>3RR</div></div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Obsidian Charmaw</div><div>3RR</div></div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Rough</div><div>1R</div></div> <div>Sorcery</div> <div>Rough deals 2 damage to each creature without flying.</div> <div>[sideboard]</div> <div>-----<br/>- - - RIGHT HALF - - -</div> <div><div>Tumble</div><div>5R</div></div> <div>Sorcery</div> <div>Tumble deals 6 damage to each creature with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><b>Rough</b> ①Ⓜ</div> <hr/> <p>Sorcery</p> <hr/> <p>Rough deals 2 damage to each creature without flying.</p><br><br><br><p>[sideboard]</p><br><br><br><br><br><br><div>- - - RIGHT HALF - - -</div><br><br><br><div><b>Tumble</b> ⑤Ⓜ</div> <hr/> <p>Sorcery</p> <hr/> <p>Tumble deals 6 damage to each creature with flying.</p><br><br><br><br><br><br><p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <div><b>Rough</b> ①Ⓜ</div> <hr/> <p>Sorcery</p> <hr/> <p>Rough deals 2 damage to each creature without flying.</p><br><br><br><p>[sideboard]</p><br><br><br><br><br><br><div>- - - RIGHT HALF - - -</div><br><br><br><div><b>Tumble</b> ⑤Ⓜ</div> <hr/> <p>Sorcery</p> <hr/> <p>Tumble deals 6 damage to each creature with flying.</p><br><br><br><br><br><br><p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <div><b>Rough</b> ①Ⓜ</div> <hr/> <p>Sorcery</p> <hr/> <p>Rough deals 2 damage to each creature without flying.</p><br><br><br><p>[sideboard]</p><br><br><br><br><br><br><div>- - - RIGHT HALF - - -</div><br><br><br><div><b>Tumble</b> ⑤Ⓜ</div> <hr/> <p>Sorcery</p> <hr/> <p>Tumble deals 6 damage to each creature with flying.</p><br><br><br><br><br><br><p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
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