Blightbelly Rat {1}{B}

Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightbelly Rat {1}{B}

Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightbelly Rat {1}{B}

Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estuary

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estuary

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estuary

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down {B}

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nothisislo - Vintage v3 Group CCE496 (Deep-Cavern Bat, Evolved Sleeper) (sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karumonix, the Rat King {1}{B}{B}

Legendary Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Other Rats you control have toxic 1.
When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karumonix, the Rat King {1}{B}{B}

Legendary Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Other Rats you control have toxic 1.
When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karumonix, the Rat King {1}{B}{B}

Legendary Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Other Rats you control have toxic 1.
When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karumonix, the Rat King {1}{B}{B}

Legendary Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Other Rats you control have toxic 1.
When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord Skitter's Butcher {2}{B}

Creature -- Rat Peasant

When this creature enters, choose one --
* Create a 1/1 black Rat creature token with "This token can't block."
* You may sacrifice another creature. If you do, scry 2, then draw a card.
* Creatures you control gain menace until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord Skitter's Butcher {2}{B}

Creature -- Rat Peasant

When this creature enters, choose one --
* Create a 1/1 black Rat creature token with "This token can't block."
* You may sacrifice another creature. If you do, scry 2, then draw a card.
* Creatures you control gain menace until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord Skitter's Butcher {2}{B}

Creature -- Rat Peasant

When this creature enters, choose one --
* Create a 1/1 black Rat creature token with "This token can't block."
* You may sacrifice another creature. If you do, scry 2, then draw a card.
* Creatures you control gain menace until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Mudflat Village

Land

{T}: Add {C}.
{T}: Add {B}. Spend this mana only to cast a creature spell.
{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pack Rat (1)(B)

Creature -- Rat

Pack Rat's power and toughness are each equal to the number of Rats you control.
{2}{B}, Discard a card: Create a token that's a copy of this creature.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pack Rat (1)(B)

Creature -- Rat

Pack Rat's power and toughness are each equal to the number of Rats you control.
{2}{B}, Discard a card: Create a token that's a copy of this creature.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pack Rat (1)(B)

Creature -- Rat

Pack Rat's power and toughness are each equal to the number of Rats you control.
{2}{B}, Discard a card: Create a token that's a copy of this creature.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pack Rat (1)(B)

Creature -- Rat

Pack Rat's power and toughness are each equal to the number of Rats you control.
{2}{B}, Discard a card: Create a token that's a copy of this creature.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Persistent Marshstalker (1)(B)

Creature -- Rat Berserker

This creature gets +1/+0 for each other Rat you control.
Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Persistent Marshstalker (1)(B)

Creature -- Rat Berserker

This creature gets +1/+0 for each other Rat you control.
Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Persistent Marshstalker (1)(B)

Creature -- Rat Berserker

This creature gets +1/+0 for each other Rat you control.
Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nothisislo - Vintage v3 Group CCE496 (Deep-Cavern Bat, Evolved Sleeper) (sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Persistent Marshstalker {1}{B}

Creature -- Rat Berserker

This creature gets +1/+0 for each other Rat you control.
Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Piper of the Swarm {1}{B}

Creature -- Human Warlock

Rats you control have menace.
{1}{B}, {T}: Create a 1/1 black Rat creature token.
{2}{B}{B}, {T}, Sacrifice three Rats: Gain control of target creature.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Piper of the Swarm {1}{B}

Creature -- Human Warlock

Rats you control have menace.
{1}{B}, {T}: Create a 1/1 black Rat creature token.
{2}{B}{B}, {T}, Sacrifice three Rats: Gain control of target creature.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Power Word Kill {1}{B}

Instant

Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Power Word Kill {1}{B}

Instant

Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Power Word Kill {1}{B}

Instant

Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoreline Looter {1}{U}

Creature -- Rat Rogue

This creature can't be blocked.
Threshold -- Whenever this creature deals combat damage to a player, draw a card. Then discard a card unless there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoreline Looter {1}{U}

Creature -- Rat Rogue

This creature can't be blocked.
Threshold -- Whenever this creature deals combat damage to a player, draw a card. Then discard a card unless there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Shoreline Looter (1)(U)

Creature -- Rat Rogue

This creature can't be blocked.
Threshold -- Whenever this creature deals combat damage to a player, draw a card. Then discard a card unless there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splash Portal (U)

Sorcery

Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splash Portal (U)

Sorcery

Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swarmyard

Land

{T}: Add {C}.
{T}: Regenerate target Insect, Rat, Spider, or Squirrel. (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swarmyard

Land

{T}: Add {C}.
{T}: Regenerate target Insect, Rat, Spider, or Squirrel. (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voracious Vermin {2}{B}

Creature -- Rat

When this creature enters, create a 1/1 black Rat creature token with "This token can't block."
Whenever another creature you control dies, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nothisislo - Vintage v3 Group CCE496 (Deep-Cavern Bat, Evolved Sleeper) (sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Voracious Vermin {2}{B}

Creature -- Rat

When this creature enters, create a 1/1 black Rat creature token with "This token can't block."
Whenever another creature you control dies, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voracious Vermin {2}{B}

Creature -- Rat

When this creature enters, create a 1/1 black Rat creature token with "This token can't block."
Whenever another creature you control dies, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wick, the Whorled Mind {3}{B}

Legendary Creature -- Rat Warlock

Whenever Wick or another Rat you control enters, create a 1/1 black Snail creature token if you don't control a Snail. Otherwise, put a +1/+1 counter on a Snail you control.
{U}{B}{R}, Sacrifice a Snail: Wick deals damage equal to the sacrificed creature's power to each opponent. Then draw cards equal to the sacrificed creature's power.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wick, the Whorled Mind {3}{B}

Legendary Creature -- Rat Warlock

Whenever Wick or another Rat you control enters, create a 1/1 black Snail creature token if you don't control a Snail. Otherwise, put a +1/+1 counter on a Snail you control.
{U}{B}{R}, Sacrifice a Snail: Wick deals damage equal to the sacrificed creature's power to each opponent. Then draw cards equal to the sacrificed creature's power.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Energy Flux {2}{U}

Enchantment

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Energy Flux (2)(U)

Enchantment

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mukotai Ambusher (3)(B)

Artifact Creature -- Rat Ninja

Ninjutsu {1}{B} ({1}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Lifelink

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mukotai Ambusher (3)(B)

Artifact Creature -- Rat Ninja

Ninjutsu {1}{B} ({1}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Lifelink

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mukotai Ambusher (3)(B)

Artifact Creature -- Rat Ninja

Ninjutsu {1}{B} ({1}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Lifelink

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mukotai Ambusher (3)(B)

Artifact Creature -- Rat Ninja

Ninjutsu {1}{B} ({1}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Lifelink

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap (2)(B)(B)

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap (2)(B)(B)

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap (2)(B)(B)

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Unmoored Ego 1UB

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmoored Ego 1UB

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmoored Ego 1UB

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nothisislo - Vintage v3 Group CCE496 (Deep-Cavern Bat, Evolved Sleeper) (sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.