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| <div> <b>Aether Vial</b> <span>①</span> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                  | <div> <b>Aether Vial</b> <span>①</span> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                           | <div> <b>Aether Vial</b> <span>①</span> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Aether Vial</b> <span>①</span> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Aven Interrupter</b> <span>①</span><span>W</span><span>W</span> </div> <div>Creature -- Bird Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Boggart Trawler</b> <span>②</span><span>B</span> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> <div>           -----           BACK FACE           -----         </div> <div> <b>Boggart Bog</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {B}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Dissection Tools</b> <span>⑤</span> </div> <div>Artifact -- Equipment</div> <div> <p>When this Equipment enters, manifest dread, then attach this Equipment to that creature.</p> <p>Equipped creature gets +2/+2 and has deathtouch and lifelink.</p> <p>Equip--Sacrifice a creature.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                  | <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>Legendary Land</div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                       |

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| <div>Emperor of Bones</div> <div>1B</div> <div>Creature -- Skeleton Noble</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ephemerate</div> <div>W</div> <div>Instant</div> <div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves.<br/>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ephemerate</div> <div>W</div> <div>Instant</div> <div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves.<br/>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ephemerate</div> <div>W</div> <div>Instant</div> <div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves.<br/>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Flagstones of Trokair</div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                | <div>Flagstones of Trokair</div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Flagstones of Trokair</div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Flagstones of Trokair</div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |

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| <b>Flickerwisp</b> <span>1</span> <span>W</span> <span>W</span><br>Creature -- Elemental<br>Flying<br>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                | <b>Flickerwisp</b> <span>1</span> <span>W</span> <span>W</span><br>Creature -- Elemental<br>Flying<br>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<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>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<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>Lion Sash</b> <span>1</span> <span>W</span><br>Artifact Creature -- Equipment Cat<br>{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.<br>Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.<br>Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.<br>Reconfigure only as a sorcery. While attached, this isn't a creature.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Marsh Flats</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                       | <b>Marsh Flats</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Marsh Flats</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                   | <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Path to Exile W</div> <div>Instant</div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                              | <div>Path to Exile W</div> <div>Instant</div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                              | <div>Phelia, Exuberant Shepherd 1W</div> <div>Legendary Creature -- Dog</div> <div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                   |

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| <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                 |
| <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                         | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                         | <b>Recruiter of the Guard</b> (2)(W)<br><hr/> Creature -- Human Soldier<br><hr/> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <b>Recruiter of the Guard</b> (2)(W)<br><hr/> Creature -- Human Soldier<br><hr/> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> Recruiter of the Guard 2 W </div> </div> <div> <div>Creature -- Human Soldier</div> <div> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                           | <div> <div>Shadowy Backstreet</div> </div> <div> <div>Land -- Plains Swamp</div> <div> ({T}: Add {W} or {B}.)<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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                 | <div> <div>Shadowy Backstreet</div> </div> <div> <div>Land -- Plains Swamp</div> <div> ({T}: Add {W} or {B}.)<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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                 | <div> <div>Skyclave Apparition 1 W W </div> </div> <div> <div>Creature -- Kor Spirit</div> <div> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/> When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div>Solitude 3 W W </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/> Lifelink<br/> When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/> Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Solitude 3 W W </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/> Lifelink<br/> When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/> Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Solitude 3 W W </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/> Lifelink<br/> When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/> Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Solitude 3 W W </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/> Lifelink<br/> When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/> Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                           |

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| <div> <div>Sorin of House Markov</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Noble</div> <div> <div>Lifelink</div> <div>Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)</div> <div>At the beginning of each of your postcombat main phases, if you gained 3 or more life this turn, exile Sorin, then return him to the battlefield transformed under his owner's control.</div> </div> </div> <div> <div>1/4</div> <div>----- BACK FACE -----</div> <div> <div>Sorin, Ravenous Neonate</div> <div> <div>Legendary Planeswalker -- Sorin</div> <div>Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)</div> <div>[+2]: Create a Food token.</div> <div>[-1]: Sorin deals damage equal to the amount of life you gained this turn to any target.</div> <div>[-6]: Gain control of target creature. It becomes a Vampire in addition to its other types. Put a lifelink counter on it if you control a white permanent other than that creature or</div> </div> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div></div> | <div> <div>Stoneforge Mystic</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Kor Artificer</div> <div> <div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</div> <div>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div> </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                          | <div> <div>Stoneforge Mystic</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Kor Artificer</div> <div> <div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</div> <div>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div> </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Stoneforge Mystic</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Kor Artificer</div> <div> <div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</div> <div>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div> </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> |
| <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div> <div>Sword of Light and Shadow</div> <div> <div>3</div> </div> </div> <div> <div> <div>Artifact -- Equipment</div> <div> <div>Equipped creature gets +2/+2 and has protection from white and from black.</div> <div>Whenever equipped creature deals combat damage to a player, you gain 3 life and you may return up to one target creature card from your graveyard to your hand.</div> <div>Equip {2}</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>White Orchid Phantom</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Spirit Knight</div> <div> <div>Flying, first strike</div> <div>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>   | <div> <div>White Orchid Phantom</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Spirit Knight</div> <div> <div>Flying, first strike</div> <div>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>   |

Playtest cards - AbelSunMe - Modern (MTA S3 Championship Modern Open)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>White Orchid Phantom</b> <span>W</span><span>W</span> </div> <div>           Creature -- Spirit Knight         </div> <div> <p>Flying, first strike</p> <p>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                   | <div> <b>Witch Enchanter</b> <span>3</span><span>W</span> </div> <div>           Creature -- Human Warlock         </div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Witch Enchanter</b> <span>3</span><span>W</span> </div> <div>           Creature -- Human Warlock         </div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Witch Enchanter</b> <span>3</span><span>W</span> </div> <div>           Creature -- Human Warlock         </div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> |
| <div> <b>Aven Interrupter</b> <span>1</span><span>W</span><span>W</span> </div> <div>           Creature -- Bird Rogue         </div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Celestial Purge</b> <span>1</span><span>W</span> </div> <div>           Instant         </div> <div> <p>Exile target black or red permanent.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                               | <div> <b>Deafening Silence</b> <span>W</span> </div> <div>           Enchantment         </div> <div> <p>Each player can't cast more than one noncreature spell each turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                          | <div> <b>Deafening Silence</b> <span>W</span> </div> <div>           Enchantment         </div> <div> <p>Each player can't cast more than one noncreature spell each turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                          |

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| <div> <b>Emrakul, the Aeons Torn</b> <span>15</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div> <p>This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> <p>[sideboard]</p> </div> <div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Faerie Macabre</b> <span>1</span><span>B</span><span>B</span> </div> <div>           Creature -- Faerie Rogue         </div> <div> <p>Flying</p> <p>Discard this card: Exile up to two target cards from graveyards.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Orcish Bowmasters</b> <span>1</span><span>B</span> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Orcish Bowmasters</b> <span>1</span><span>B</span> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>               |
| <div> <b>Thoughtseize</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                          | <div> <b>Thoughtseize</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>            | <div> <b>Thoughtseize</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                        | <div> <b>White Orchid Phantom</b> <span>W</span><span>W</span> </div> <div>           Creature -- Spirit Knight         </div> <div> <p>Flying, first strike</p> <p>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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