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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                    | <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                          | <div><div><div>Boggart Trawler</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div></div><div>3/1</div><div>BACK FACE</div><div><div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                 |
| <div><div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div></div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div></div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emperor of Bones</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><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emperor of Bones</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><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

W

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Godless Shrine

Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Godless Shrine

Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ketramose, the New Dawn (1WB)

Legendary Creature -- God

Menace, lifelink, indestructible  
Ketramose can't attack or block  
unless there are seven or more cards  
in exile.  
Whenever one or more cards are put  
into exile from graveyards and/or  
the battlefield during your turn,  
you draw a card and lose 1 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ketramose, the New Dawn (1)(W)(B)

Legendary Creature -- God

Menace, lifelink, indestructible  
Ketravose can't attack or block  
unless there are seven or more cards  
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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - WinterWar - Modern (Axion Now Modern for Goodies)

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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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Ketramose, the New Dawn</b> ①①①</p> <p>Legendary Creature -- God</p> <p>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                               | <p><b>Ketramose, the New Dawn</b> ①①①</p> <p>Legendary Creature -- God</p> <p>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                               | <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                              | <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                              |
| <p><b>Overlord of the Balemurk</b> ③③③</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Overlord of the Balemurk</b> ③③③</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Overlord of the Balemurk</b> ③③③</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Overlord of the Balemurk</b> ③③③</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - WinterWar - Modern (Axion Now Modern for Goodies)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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.<br>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 PLAY botbox.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.<br>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 PLAY botbox.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.<br>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 PLAY botbox.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.<br>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 PLAY botbox.dev</div> |
| <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                            | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                            | <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           | <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           |

(X) (W)

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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([T]: Add [W] or [B].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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({T}: Add {W} or {B}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Evoked--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Evoked--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.</div> <div>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>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                              | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                              | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                  | <div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                  | <div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div> Aven Interrupter <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> Creature -- Bird Rogue </div> <div> Flash<br/>Flying<br/>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.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast. </div> <div> <div>2/2</div> </div> </div> <div> <div> Aven Interrupter </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Aven Interrupter <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> Creature -- Bird Rogue </div> <div> Flash<br/>Flying<br/>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.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast. </div> <div> <div>2/2</div> </div> </div> <div> <div> Aven Interrupter </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Drannith Magistrate <div> <div>1</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div> <div>1/3</div> </div> </div> <div> <div> Drannith Magistrate </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                             | <div> <div> Drannith Magistrate <div> <div>1</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div> <div>1/3</div> </div> </div> <div> <div> Drannith Magistrate </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                             |

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

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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>Stony Silence</b> <span>1</span><span>W</span> </div> <div>           Enchantment         </div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                    | <div> <b>Stony Silence</b> <span>1</span><span>W</span> </div> <div>           Enchantment         </div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                    |
| <div> <b>Ulamog, the Infinite Gyre</b> <span>11</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div> <p>When you cast this spell, destroy target permanent.</p> <p>Indestructible</p> <p>Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)</p> <p>When Ulamog is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> <p>[sideboard]</p> </div> <div> <div>10/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Vindicate</b> <span>1</span><span>W</span><span>B</span> </div> <div>           Sorcery         </div> <div> <p>Destroy target permanent.</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> | <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> |

## White Orchid Phantom (W)(W)

Creature -- Spirit Knight

Flying, first strike  
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.

[sideboard]

2/2

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## Wrath of the Skies (X)(W)(W)

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wrath of the Skies (X)(W)(W)

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev