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| <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Arena of Glory</div> <div>Land</div> <div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Assault Strobe</div> <div>Sorcery</div> <div>Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 |
| <div><div><b>Cacophony Scamp</b><div>R</div></div><div>Creature -- Phyrexian Goblin Warrior</div><div>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br/>When this creature dies, it deals damage equal to its power to any target.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cacophony Scamp</b><div>R</div></div><div>Creature -- Phyrexian Goblin Warrior</div><div>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br/>When this creature dies, it deals damage equal to its power to any target.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cacophony Scamp</b><div>R</div></div><div>Creature -- Phyrexian Goblin Warrior</div><div>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br/>When this creature dies, it deals damage equal to its power to any target.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Callous Sell-Sword</b><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><b>Burn Together</b><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**Playtest cards - MacIsaac - Izzet Prowess (Modern Challenge 64)** sheet 3/10 - 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.

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| <div>Leyline of Resonance (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Resonance (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Resonance (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Resonance (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Monastery Swiftspear (R)</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Monastery Swiftspear (R)</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Monastery Swiftspear (R)</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Monastery Swiftspear (R)</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            |

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| <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        |
| <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mutagenic Growth</div><div>GP</div></div><div>Instant</div><div>({G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Mutagenic Growth</b> <span>(GP)</span></p> <p>Instant</p> <p>(<b>{G/P}</b> can be paid with either <b>{G}</b> or 2 life.)</p> <p>Target creature gets +2/+2 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                    | <p><b>Mutagenic Growth</b> <span>(GP)</span></p> <p>Instant</p> <p>(<b>{G/P}</b> can be paid with either <b>{G}</b> or 2 life.)</p> <p>Target creature gets +2/+2 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                       | <p><b>Mutagenic Growth</b> <span>(GP)</span></p> <p>Instant</p> <p>(<b>{G/P}</b> can be paid with either <b>{G}</b> or 2 life.)</p> <p>Target creature gets +2/+2 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                           | <p><b>Pinnacle Monk</b> <span>(3)(R)(R)</span></p> <p>Creature -- Djinn Monk</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</p> <p>2/2</p> <p>--- BACK FACE ---</p> <p><b>Mystic Peak</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p><b>{T}</b>: Add <b>{R}</b>.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Pinnacle Monk</b> <span>(3)(R)(R)</span></p> <p>Creature -- Djinn Monk</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</p> <p>2/2</p> <p>--- BACK FACE ---</p> <p><b>Mystic Peak</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p><b>{T}</b>: Add <b>{R}</b>.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ragavan, Nimble Pilferer</b> <span>(R)</span></p> <p>Legendary Creature -- Monkey Pirate</p> <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</p> <p>Dash <b>{1}{R}</b> (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Raucous Theater</b></p> <p>Land -- Swamp Mountain</p> <p><b>{T}</b>: Add <b>{B}</b> or <b>{R}</b>.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Reckless Charge</b> <span>(R)</span></p> <p>Sorcery</p> <p>Target creature gets +3/+0 and gains haste until end of turn.</p> <p>Flashback <b>{2}{R}</b> (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                       |

Playtest cards - MacIsaac - Izzet Prowess (Modern Challenge 64)

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

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

## Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Slickshot Show-Off** (1) (R)

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Slickshot Show-Off** (1) (R)

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Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Slickshot Show-Off** (1) (R)

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Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Slickshot Show-Off** (1)(R)

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sokenzan, Crucible of Defiance

## Legendary Land

{T}: Add {R}.  
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Turn Inside Out <sup>(R)</sup>

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Turn Inside Out** 

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Wild Ride</div> <div>R</div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wild Ride</div> <div>R</div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wild Ride</div> <div>R</div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wild Ride</div> <div>R</div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Apostle's Blessing</div> <div>1WP</div> <div>Instant</div> <div>{W/P} can be paid with either {W} or 2 life.)<br/>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Apostle's Blessing</div> <div>1WP</div> <div>Instant</div> <div>{W/P} can be paid with either {W} or 2 life.)<br/>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Apostle's Blessing</div> <div>1WP</div> <div>Instant</div> <div>{W/P} can be paid with either {W} or 2 life.)<br/>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Apostle's Blessing</div> <div>1WP</div> <div>Instant</div> <div>{W/P} can be paid with either {W} or 2 life.)<br/>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     |



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| <div> <b>Brute Force</b> <span>(R)</span> </div> <div> Instant </div> <div> Target creature gets +3/+3 until end of turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                        | <div> <b>Meltdown</b> <span>(X)(R)</span> </div> <div> Sorcery </div> <div> Destroy each artifact with mana value X or less. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                         | <div> <b>Meltdown</b> <span>(X)(R)</span> </div> <div> Sorcery </div> <div> Destroy each artifact with mana value X or less. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                         | <div> <b>Pact of Negation</b> <span>(0)</span> </div> <div> Instant </div> <div> Counter target spell.<br/>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                           |
| <div> <b>Poison Dart Frog</b> <span>(1)(G)</span> </div> <div> Creature -- Frog </div> <div> Reach<br/>{T}: Add one mana of any color.<br/>{2}: This creature gains deathtouch until end of turn. </div> <div> [sideboard] </div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Redirect Lightning</b> <span>(R)</span> </div> <div> Instant -- Lesson </div> <div> As an additional cost to cast this spell, pay 5 life or pay {2}.<br/>Change the target of target spell or ability with a single target. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Redirect Lightning</b> <span>(R)</span> </div> <div> Instant -- Lesson </div> <div> As an additional cost to cast this spell, pay 5 life or pay {2}.<br/>Change the target of target spell or ability with a single target. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Surgical Extraction</b> <span>(BP)</span> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <div>1</div> </div> <div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <div>1</div> </div> <div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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