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| <div>Commercial District</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Devourer of Destiny 5C</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.<br/>When you cast this spell, exile target permanent that's one or more colors.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                          | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                          |
| <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                             | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             | <div>Emrakul, the Promised End 13</div> <div>Legendary Creature -- Eldrazi</div> <div>This spell costs {1} less to cast for each card type among cards in your graveyard.<br/>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br/>Flying, trample, protection from instants</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emrakul, the Promised End 13</div> <div>Legendary Creature -- Eldrazi</div> <div>This spell costs {1} less to cast for each card type among cards in your graveyard.<br/>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br/>Flying, trample, protection from instants</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Emrakul, the Promised End</b> <sup>13</sup><br><hr/> Legendary Creature -- Eldrazi<br><hr/> This spell costs {1} less to cast for each card type among cards in your graveyard.<br>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br>Flying, trample, protection from instants<br><div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                  | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                  | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Ghost Quarter</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                               | <b>Ghost Quarter</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ghost Quarter</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Herigast, Erupting Nullkite</b> <sup>9</sup><br><hr/> Legendary Creature -- Eldrazi Dragon<br><hr/> Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)<br>When you cast this spell, you may exile your hand. If you do, draw three cards.<br>Flying<br>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.<br><div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <b>Herigast, Erupting Nullkite</b> ⑨<br>Legendary Creature -- Eldrazi Dragon<br>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)<br>When you cast this spell, you may exile your hand. If you do, draw three cards.<br>Flying<br>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Herigast, Erupting Nullkite</b> ⑨<br>Legendary Creature -- Eldrazi Dragon<br>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)<br>When you cast this spell, you may exile your hand. If you do, draw three cards.<br>Flying<br>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Icefill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                      | <b>Icefill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                      |
| <b>Icefill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               | <b>Icefill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               | <b>Kozilek's Command</b> ①③③<br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kozilek's Command</b> ①③③<br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |



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| <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Misty Rainforest</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                   | <div> <div>Sanctum of Ugin</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                       | <div> <div>Sire of Seven Deaths</div> <div> <div>7</div> </div> </div> <div>Creature -- Eldrazi</div> <div> <p>Reach, first strike<br/>Vigilance, menace<br/>Trample, lifelink<br/>Ward--Pay 7 life.</p> </div> <div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                      |
| <div> <div>Sire of Seven Deaths</div> <div> <div>7</div> </div> </div> <div>Creature -- Eldrazi</div> <div> <p>Reach, first strike<br/>Vigilance, menace<br/>Trample, lifelink<br/>Ward--Pay 7 life.</p> </div> <div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                 | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)<br/>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)<br/>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)<br/>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Gobern, Luis - Modern (Pro Tour Edge of Eternities in Atlanta, USA)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Sowing Mycospawn</b> ③⑥</p> <p>Creature -- Eldrazi Fungus</p> <p>Devoid (This card has no color.)<br/>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br/>When you cast this spell, if it was kicked, exile target land.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Stomping Ground</b></p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Stomping Ground</b></p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Talisman of Impulse</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         |
| <p><b>Talisman of Impulse</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                               | <p><b>Talisman of Impulse</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Talisman of Impulse</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Ugin's Labyrinth</b></p> <p>Land</p> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 G

Creature -- Eldrazi

Devoid (This card has no color.)  
When you cast this spell, exile  
target artifact, enchantment, or  
land.  
Reach  
{2}{C}, Sacrifice a land: Return  
this card from your graveyard to  
your hand. ({C} represents colorless  
mana.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 G

Creature -- Eldrazi

Devoid (This card has no color.)  
When you cast this spell, exile  
target artifact, enchantment, or  
land.  
Reach  
{2}{C}, Sacrifice a land: Return  
this card from your graveyard to  
your hand. ({C} represents colorless  
mana.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① BP BP

Instant

{B/P} can be paid with either {B} or 2 life.)  
Target creature gets -5/-5 until end of turn.

[sidebar]

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① BP BP

Instant

{B/P} can be paid with either {B} or 2 life.)  
Target creature gets -5/-5 until end of turn.

[sidebar]

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②

Artifact

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sidebar]

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| <b>Disruptor Flute</b> ②<br>Artifact<br>Flash<br>As this artifact enters, choose a card name.<br>Spells with the chosen name cost {3} more to cast.<br>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br><br>[sideboard] | <b>Fire Magic</b> ①R<br>Instant<br>Tiered (Choose one additional cost.)<br>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br><br>[sideboard]                                                         | <b>Grafdigger's Cage</b> ①<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard]                                                                                                                                                      | <b>Grafdigger's Cage</b> ①<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard]                                                                                                                                                      |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                   |
| <b>Nature's Claim</b> ⑥<br>Instant<br>Destroy target artifact or enchantment. Its controller gains 4 life.<br><br>[sideboard]                                                                                                                                                   | <b>Trinisphere</b> ③<br>Artifact<br>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)<br><br>[sideboard] | <b>Trinisphere</b> ③<br>Artifact<br>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)<br><br>[sideboard] | <b>Trinisphere</b> ③<br>Artifact<br>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                   |

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| <div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Void Mirror</div><div>Artifact</div><div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Void Mirror</div><div>Artifact</div><div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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Playtest cards - Gobern, Luis - Modern (Pro Tour Edge of Eternities in Atlanta, USA) sheet 10/10 - 4 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.