Baleful Strix (U)(B)

Artifact Creature -- Bird

Flying, deathtouch
When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bayou

Land -- Swamp Forest

({T}: Add {B} or {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust (B)

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.
Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consult the Star Charts (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Confidant (1)(B)

Creature -- Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B)

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Consultation (B)

Instant

Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Divining Witch {1}{B}

Creature -- Human Spellshaper

{1}{B}, {T}, Discard a card: Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doomsday {B}{B}{B}

Sorcery

Search your library and graveyard for five cards and exile the rest. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in the Loch {U}{B}

Instant

Choose one --
* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Mastermind {1}{U}

Creature -- Faerie Rogue

Flash
Flying
Whenever an opponent draws their second card each turn, you draw a card.
{3}{U}: Each player draws a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push {B}

Instant

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

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

Flow State {1}{U}

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe {UP}

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gush {4}{U}

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace, Vryn's Prodigy {1}{U}

Legendary Creature -- Human Wizard

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.

0/2

- - - BACK FACE - - -

Jace, Telepath Unbound

Legendary Planeswalker -- Jace

[+1]: Up to one target creature gets -2/-0 until your next turn.
[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.
[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace, Wielder of Mysteries {1}{U}{U}{U}

Legendary Planeswalker -- Jace

If you would draw a card while your library has no cards in it, you win the game instead.
[+1]: Target player mills two cards. Draw a card.
[-8]: Draw seven cards. Then if your library has no cards in it, you win the game.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ledger Shredder {1}{U}

Creature -- Bird Advisor

Flying
Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Lim-Dûl's Vault {U}{B}

Instant

Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion's Eye Diamond {0}

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble {1}{G}

Sorcery

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Bauble {0}

Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muddle the Mixture {U}{U}

Instant

Counter target instant or sorcery spell.
Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Mystic Sanctuary

Land -- Island

({T}: Add {U}.)
This land enters tapped unless you control three or more other Islands.
When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opposition Agent (2)(B)

Creature -- Human Rogue

Flash
You control your opponents while they're searching their libraries.
While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ponder (U)

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain (U)

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler (3)(U)(U)

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sink into Stupor (1)(U)(U)

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Soporific Springs

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dro, San - Vintage v3 Group 715467 (Street Wraith, Doomsday) (7pt Highlan sheet 5/10 - 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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Step Through {3}{U}{U}

Sorcery

Return two target creatures to their owners' hands.
Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up {2}{U}

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith {3}{B}{B}

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Ruins

Land

{T}: Add {C}.
{U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Tainted Pact {1}{B}

Instant

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Oracle {U}{U}

Creature -- Merfolk Wizard

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Fantasticar {3}

Legendary Artifact -- Vehicle

Flying
Whenever you cast a noncreature spell, you may have The Fantasticar become an artifact creature until end of turn.
Whenever you cast your fourth noncreature spell each turn, you may sacrifice The Fantasticar. If you do, create four 4/4 colorless Construct artifact creature tokens with flying and haste.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought Lash {2}{U}{U}

Enchantment

Cumulative upkeep--Exile the top card of your library. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
When a player doesn't pay this enchantment's cumulative upkeep, that player exiles all cards from their library.
Exile the top card of your library: Prevent the next 1 damage that would be dealt to you this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundertrap Trainer {1}{U}

Creature -- Otter Wizard

Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island

Land -- Forest Island

({T}: Add {G} or {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Sewers

Land -- Island Swamp

({T}: Add {U} 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

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.

Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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

Underground Sea

Land -- Island Swamp

({T}: Add {U} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Bauble (0)

Artifact

{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} 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

Abrupt Decay (B)(G)

Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carpet of Flowers (G)

Enchantment

At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Consign to Memory {U}

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target triggered ability or colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{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.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation {1}{U}{U}

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre {2}{B}{B}

Sorcery

If an opponent controls a Plains and you control a Swamp, you may cast this spell without paying its mana cost.
All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necropotence {B}{B}{B}

Enchantment

Skip your draw step.
Whenever you discard a card, exile that card from your graveyard.
Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nihil Spellbomb {1}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatter Assumptions {1}{B}{B}

Sorcery

Choose one --
* Target opponent reveals their hand and discards all colorless nonland cards.
* Target opponent reveals their hand and discards all multicolored cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sheoldred, the Apocalypse 2BB

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library 1G

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Meathook Massacre XBB

Legendary Enchantment

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.
Whenever a creature you control dies, each opponent loses 1 life.
Whenever a creature an opponent controls dies, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer G

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dro, San - Vintage v3 Group 715467 (Street Wraith, Doomsday) (7pt Highlan 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.