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| <div><div><div>Cling to Dust</div><div>B</div></div><div><div>Instant</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Consider</div><div>U</div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Consider</div><div>U</div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Consider</div><div>U</div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Consider</div><div>U</div></div><div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            | <div><div><div>Counterspell</div><div>UU</div></div><div><div>Instant</div><div>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                          | <div><div><div>Counterspell</div><div>UU</div></div><div><div>Instant</div><div>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                          | <div><div><div>Counterspell</div><div>UU</div></div><div><div>Instant</div><div>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                          |

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| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Drown in the Loch</div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |

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| <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gloomlake Verge</div></div><div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Gloomlake Verge</div></div><div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                           | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                     | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                     | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           |

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| <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you<br>control to hand: Put this card onto<br>the battlefield from your hand<br>tapped and attacking.)<br>During your turn, as long as Kaito<br>has one or more loyalty counters on<br>him, he's a 3/4 Ninja creature and<br>has hexproof.<br>[+1]: You get an emblem with "Ninjas<br>you control get +1/+1."<br>[0]: Surveil 2. Then draw a card for<br>each opponent who lost life this<br>turn.<br>[-2]: Tap target creature. Put two<br>stun counters on it.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Murktide Regent</b> (5)(U)(U)<br>Creature -- Dragon<br>Delve (Each card you exile from your<br>graveyard while casting this spell<br>pays for {1}.)<br>Flying<br>This creature enters with a +1/+1<br>counter on it for each instant and<br>sorcery card exiled with it.<br>Whenever an instant or sorcery card<br>leaves your graveyard, put a +1/+1<br>counter on this creature.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Murktide Regent</b> (5)(U)(U)<br>Creature -- Dragon<br>Delve (Each card you exile from your<br>graveyard while casting this spell<br>pays for {1}.)<br>Flying<br>This creature enters with a +1/+1<br>counter on it for each instant and<br>sorcery card exiled with it.<br>Whenever an instant or sorcery card<br>leaves your graveyard, put a +1/+1<br>counter on this creature.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Murktide Regent</b> (5)(U)(U)<br>Creature -- Dragon<br>Delve (Each card you exile from your<br>graveyard while casting this spell<br>pays for {1}.)<br>Flying<br>This creature enters with a +1/+1<br>counter on it for each instant and<br>sorcery card exiled with it.<br>Whenever an instant or sorcery card<br>leaves your graveyard, put a +1/+1<br>counter on this creature.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and<br>whenever an opponent draws a card<br>except the first one they draw in<br>each of their draw steps, this<br>creature deals 1 damage to any<br>target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                   | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and<br>whenever an opponent draws a card<br>except the first one they draw in<br>each of their draw steps, this<br>creature deals 1 damage to any<br>target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                       | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and<br>whenever an opponent draws a card<br>except the first one they draw in<br>each of their draw steps, this<br>creature deals 1 damage to any<br>target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                       | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this<br>land: Search your library for an<br>Island or Swamp card, put it onto<br>the battlefield, then shuffle.                                                                                                                                                                                                                                                                                |

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

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

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

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

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## 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

UB

Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.  
Discard a card: Put a +1/+1 counter on this creature.  
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.  
Discard a card: Put a +1/+1 counter on this creature.  
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U B

Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.  
Discard a card: Put a +1/+1 counter on this creature.  
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

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| <div> <div> <b>Psychic Frog</b> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/> Discard a card: Put a +1/+1 counter on this creature.<br/> Exile three cards from your graveyard: This creature gains flying until end of turn. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Scalding Tarn</b> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                             | <div> <div> <b>Scalding Tarn</b> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                             | <div> <div> <b>Scalding Tarn</b> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Scalding Tarn</b> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                    | <div> <div> <div> <b>Sink into Stupor</b> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Return target spell or nonland permanent an opponent controls to its owner's hand. </div> <div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Soporific Springs</b> </div> <div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/> {T}: Add {U}. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div> <div> <b>Sink into Stupor</b> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Return target spell or nonland permanent an opponent controls to its owner's hand. </div> <div> <div> <div>BACK FACE</div> </div> </div> <div> <div> <b>Soporific Springs</b> </div> <div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/> {T}: Add {U}. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div> <div> <b>Spell Snare</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Counter target spell with mana value 2. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                      |

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| <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div></div><div><div>2UU</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                               | <div><div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div></div><div><div>2UU</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                               | <div><div><div>Surgical Extraction</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><div><div>BP</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div><div>Tamiyo, Inquisitive Student</div><div>Legendary Creature -- Moonfolk Wizard</div><div>Flying<br/>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</div></div><div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Tamiyo, Inquisitive Student</div><div>Legendary Creature -- Moonfolk Wizard</div><div>Flying<br/>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</div></div><div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                        |

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| <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>           ({T}: Add {U} or {B}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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 PLAY botbox.dev</div>                                                                                                      | <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>           ({T}: Add {U} or {B}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             | <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>           ({T}: Add {U} or {B}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             |
| <div>Consign to Memory <span>U</span></div> <div>Instant</div> <div>           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.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consign to Memory <span>U</span></div> <div>Instant</div> <div>           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.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consign to Memory <span>U</span></div> <div>Instant</div> <div>           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.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consign to Memory <span>U</span></div> <div>Instant</div> <div>           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.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Harbinger of the Seas</b> ①④④<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Harbinger of the Seas</b> ①④④<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nihil Spellbomb</b> ①<br>Artifact<br>{T}, Sacrifice this artifact: Exile target player's graveyard.<br>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                              | <b>Nihil Spellbomb</b> ①<br>Artifact<br>{T}, Sacrifice this artifact: Exile target player's graveyard.<br>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                              |
| <b>Stern Scolding</b> ④<br>Instant<br>Counter target creature spell with power or toughness 2 or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Stern Scolding</b> ④<br>Instant<br>Counter target creature spell with power or toughness 2 or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Surgical Extraction</b> ⑧P<br>Instant<br>({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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Surgical Extraction</b> ⑧P<br>Instant<br>({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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Toxic Deluge</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                  |  |

Playtest cards - McDonald, Blake - Modern (LCQ - Modern - SCG CON Charlotte - Friday - 3:

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