

Playtest cards - terrytheexpert - Modern (Regional Championship - SCG CON Los Angeles - Se sheet 1/32 - 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.

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Avacyn's Pilgrim Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avacyn's Pilgrim Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avacyn's Pilgrim Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avacyn's Pilgrim Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Baneslayer Angel 3 W W Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel 3 W W Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel 3 W W Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel 3 W W Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Batterskull 5 Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +4/+4 and has vigilance and lifelink. {3}: Return this Equipment to its owner's hand. Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Batterskull 5 Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +4/+4 and has vigilance and lifelink. {3}: Return this Equipment to its owner's hand. Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Batterskull 5 Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +4/+4 and has vigilance and lifelink. {3}: Return this Equipment to its owner's hand. Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +4/+4 and has vigilance and lifelink.
{3}: Return this Equipment to its owner's hand.
Equip {5}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Flying
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{C\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

$$\{T\}: \text{Add } \{C\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{C\}.$$

1/1

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G

$$\{T\}: \text{Add } \{C\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Colonnade Land This land enters tapped. {T}: Add {W} or {U}. {3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Colonnade Land This land enters tapped. {T}: Add {W} or {U}. {3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Courser of Kruphix (1)(G)(G) Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix (1)(G)(G) Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Sphere (1)(W)(U) Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Sphere (1)(W)(U) Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eternal Witness 1 6 6 Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gavony Township Land {T}: Add {C}. {2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gavony Township Land {T}: Add {C}. {2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gavony Township Land {T}: Add {C}. {2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gavony Township Land {T}: Add {C}. {2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gifts Ungiven 3U Instant Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifts Ungiven 3U Instant Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifts Ungiven 3U Instant Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifts Ungiven 3U Instant Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iona, Shield of Emeria (6)(W)(W)(W)

Legendary Creature -- Angel

Flying
As Iona enters, choose a color.
Your opponents can't cast spells of
the chosen color.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kitchen Finks

Creature -- Ouphe

When this creature enters, you gain 2 life.
Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kitchen Finks ①⑥W⑥W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitchen Finks ①⑥W⑥W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitchen Finks ①⑥W⑥W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Reliquary ①⑥W Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Knight of the Reliquary ①⑥W Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Reliquary ①⑥W Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Reliquary ①⑥W Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Firewalker W⑥W Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kor Firewalker (W)(W) Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Firewalker (W)(W) Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Firewalker (W)(W) Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Linvala, Keeper of Silence (2)(W)(W) Legendary Creature -- Angel Flying Activated abilities of creatures your opponents control can't be activated. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lone Missionary (1)(W) Creature -- Kor Monk When this creature enters, you gain 4 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra (1)(G) Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra (1)(G) Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra (1)(G) Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lotus Cobra (1)(G) Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loxodon Hierarch (2)(G)(W) Creature -- Elephant Cleric When this creature enters, you gain 4 life. {G}{W}, Sacrifice this creature: Regenerate each creature you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loxodon Hierarch (2)(G)(W) Creature -- Elephant Cleric When this creature enters, you gain 4 life. {G}{W}, Sacrifice this creature: Regenerate each creature you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loxodon Hierarch (2)(G)(W) Creature -- Elephant Cleric When this creature enters, you gain 4 life. {G}{W}, Sacrifice this creature: Regenerate each creature you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loxodon Hierarch 2 G W Creature -- Elephant Cleric When this creature enters, you gain 4 life. {G}{W}, Sacrifice this creature: Regenerate each creature you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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

Noble Hierarch

G

Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch

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Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch

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Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch

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Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Revival

GP

Instant

({G/P} can be paid with either {G}
or 2 life.)
Put target card from a graveyard on
top of its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring

②③

Enchantment

When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth

2GG

Creature -- Beast

When this creature enters, you gain 4 life.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth 2GGG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth 2GGG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth 2GGG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orzhov Pontiff 1WB Creature -- Human Cleric Haunt (When this creature dies, exile it haunting target creature.) When this creature enters or the creature it haunts dies, choose one -- * Creatures you control get +1/+1 until end of turn. * Creatures you don't control get -1/-1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Panglacial Wurm 5GGG Creature -- Wurm Trample While you're searching your library, you may cast this card from your library. 9/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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
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	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	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	Qasali Pridemage G W Creature -- Cat Wizard Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {1}, Sacrifice this creature: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2

Ranger of Eos 3 W Creature -- Human Soldier Ranger When this creature enters, you may search your library for up to two creature cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage 2 G Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restoration Angel 3 W Creature -- Angel Flash Flying When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restoration Angel 3 W Creature -- Angel Flash Flying When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. 3/4 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

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

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

Scavenging Ooze

① ⑥

Creature -- Ooze

[G]: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Wizard

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sovereigns of Lost Alara 4WU Creature -- Spirit Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Whenever a creature you control attacks alone, you may search your library for an Aura card that could enchant that creature, put it onto the battlefield attached to that creature, then shuffle. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sovereigns of Lost Alara (4)(W)(U) Creature -- Spirit Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Whenever a creature you control attacks alone, you may search your library for an Aura card that could enchant that creature, put it onto the battlefield attached to that creature, then shuffle. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellskite (2) Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellskite (2) Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellskite (2) Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spellskite (2) Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spike Feeder (1)(G)(G) Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stirring Wildwood Land This land enters tapped. {T}: Add {G} or {W}. {1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stirring Wildwood Land This land enters tapped. {T}: Add {G} or {W}. {1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stirring Wildwood

Land

This land enters tapped.
 {T}: Add {G} or {W}.
 {1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stirring Wildwood

Land

This land enters tapped.
 [T]: Add {G} or {W}.
 {1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sun lance

W

Sorcery

Sunlance deals 3 damage to target
nonwhite creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sun lance

W

Sorcery

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Sunlance deals 3 damage to target
nonwhite creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W W

Creature -- Giant

Vigilance
Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Light and Shadow ③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from white and from black.

Whenever equipped creature deals combat damage to a player, you gain 3 life and you may return up to one target creature card from your graveyard to your hand.

Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of War and Peace ③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from red and from white. Whenever equipped creature deals combat damage to a player, this Equipment deals damage to that player equal to the number of cards in their hand and you gain 1 life for each card in your hand.

Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of War and Peace ③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from red and from white. Whenever equipped creature deals combat damage to a player, this Equipment deals damage to that player equal to the number of cards in their hand and you gain 1 life for each card in your hand.

Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of War and Peace ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from red and from white. Whenever equipped creature deals combat damage to a player, this Equipment deals damage to that player equal to the number of cards in their hand and you gain 1 life for each card in your hand. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarmogoyf ①⑥ Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarmogoyf ①⑥ Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarmogoyf ①⑥ Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tarmogoyf ①⑥ Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Mystery

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Plenty

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terastodon

6 G G

Creature -- Elephant

When this creature enters, you may destroy up to three target noncreature permanents. For each permanent put into a graveyard this way, its controller creates a 3/3 green Elephant creature token.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk

④ ⑤

Creature -- Beast

When this creature enters, you gain 5 life.

When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk

4 G

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk 4 G Creature -- Beast When this creature enters, you gain 5 life. When this creature leaves the battlefield, create a 3/3 green Beast creature token. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thragtusk 4 G Creature -- Beast When this creature enters, you gain 5 life. When this creature leaves the battlefield, create a 3/3 green Beast creature token. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Unburial Rites 4 B Sorcery Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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

Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

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Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege 1 6/W 6/W 6/W Creature -- Elf Knight ({G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege 1 6/W 6/W 6/W Creature -- Elf Knight ({G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath 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
Windswept Heath 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	Windswept Heath 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	Windswept Heath 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	Wooded Foothills 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

Wooded Foothills 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	Wooded Foothills 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	Wooded Foothills 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	Wurmcoil Engine 6 Artifact Creature -- Phyrexian Wurm Deathtouch, lifelink When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aven Mindcensor 2W Creature -- Bird Wizard Flash Flying If an opponent would search a library, that player searches the top four cards of that library instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deglamer 1G Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - terrytheexpert - Modern (Regional Championship - SCG CON Los Angeles - Se sheet 31/32 - 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.

Panglacial Wurm 5 G G Creature -- Wurm Trample While you're searching your library, you may cast this card from your library. [sideboard] 9/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunlance W Sorcery Sunlance deals 3 damage to target nonwhite creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunlance W Sorcery Sunlance deals 3 damage to target nonwhite creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	