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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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W B G

Choose one --

- \* Exile target creature with power 3 or greater.
- \* You draw two cards and you lose 2 life.
- \* Distribute two +1/+1 counters among one or two target creatures.

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

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{T}: Add {C}.  
{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.

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

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## 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.

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### Inquisition of Kozilek (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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### Inquisition of Kozilek (B)

## Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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## Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.  
{T}: Add {W} or {B}.

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## Liliana of the Veil ①ⒷⒷ

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Liliana of the Veil (1)(B)(B)

Legendary Planeswalker -- Liliana

- [+1]: Each player discards a card.
- [-2]: Target player sacrifices a creature.
- [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

**L 3**

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| <div> <div>Liliana of the Veil (1)(B)(B)</div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Each player discards a card.</div> <div>[-2]: Target player sacrifices a creature.</div> <div>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> </div> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Lingering Souls (2)(W)</div> <div> <div>Sorcery</div> <div>Create two 1/1 white Spirit creature tokens with flying.</div> <div>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Lingering Souls (2)(W)</div> <div> <div>Sorcery</div> <div>Create two 1/1 white Spirit creature tokens with flying.</div> <div>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Lingering Souls (2)(W)</div> <div> <div>Sorcery</div> <div>Create two 1/1 white Spirit creature tokens with flying.</div> <div>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
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4 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Destroy target creature.

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① W W B B

When Obzedat enters, target opponent loses 2 life and you gain 2 life. At the beginning of your end step, you may exile Obzedat. If you do, return it to the battlefield under its owner's control at the beginning of your next upkeep. It gains haste.

5/5

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## Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Swamp Forest

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

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W

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

W

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

W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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Basic Land -- Plains

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

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| <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                | <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                |
| <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                      | <b>Siege Rhino</b> (1)(W)(B)(G)<br>Creature -- Rhino<br>Trample<br>When this creature enters, each opponent loses 3 life and you gain 3 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                      | <b>Sorin, Solemn Visitor</b> (2)(W)(B)<br>Legendary Planeswalker -- Sorin<br>[+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink.<br>[-2]: Create a 2/2 black Vampire creature token with flying.<br>[-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stirring Wildwood</b><br>Land<br>This land enters tapped.<br>{T}: Add {G} or {W}.<br>{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.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Stirring Wildwood</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Stirring Wildwood</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           |
| <div><div><div>Tarmogoyf</div><div>Token Creature -- Lhurgoyf</div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tarmogoyf</div><div>Token Creature -- Lhurgoyf</div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tarmogoyf</div><div>Token Creature -- Lhurgoyf</div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tarmogoyf</div><div>Token Creature -- Lhurgoyf</div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Tasigur, the Golden Fang</div><div>5B</div></div><div>Legendary Creature -- Human Shaman</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.</div></div><div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div><div>{T}: Add {G} or {W}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |
| <div><div>Twilight Mire</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                             | <div><div>Verdant Catacombs</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## 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.

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## 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.

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## Windswept Heath

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{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

① W

Instant

Exile target black or red permanent.

[sidebar]

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**B**

Instant

Target creature gets -1/-1 until end of turn.  
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

[sidebar]

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## Sorcery

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Sorcery

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

[sidebar]

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| <b>Gideon Jura</b> (3)(W)(W)<br>Legendary Planeswalker -- Gideon<br>[+2]: During target opponent's next turn, creatures that player controls attack Gideon Jura if able.<br>[-2]: Destroy target tapped creature.<br>[0]: Until end of turn, Gideon Jura becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn.<br>[sideboard]<br><div>L 6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Golgari Charm</b> (B)(G)<br>Instant<br>Choose one --<br>* All creatures get -1/-1 until end of turn.<br>* Destroy target enchantment.<br>* Regenerate each creature you control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                        | <b>Grafdigger's Cage</b> (1)<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                             | <b>Grafdigger's Cage</b> (1)<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Liliana of the Veil</b> (1)(B)(B)<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>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.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>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.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stony Silence</b> (1)(W)<br>Enchantment<br>Activated abilities of artifacts can't be activated.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |

Playtest cards - oshien - Modern (Modern Daily Swiss)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Stony Silence</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Activated abilities of artifacts can't be activated. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Stony Silence</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Activated abilities of artifacts can't be activated. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Timely Reinforcements</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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