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| <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div>Creature -- Human Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div>Creature -- Human Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div>Creature -- Human Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Abbot of Keral Keep</div><div><div>1</div><div>R</div></div></div> <div>Creature -- Human Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Blackcleave Cliffs</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              | <div><div>Blackcleave Cliffs</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              | <div><div>Blackcleave Cliffs</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              | <div><div>Blackcleave Cliffs</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |
| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cling to Dust</b><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cling to Dust</b><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Cling to Dust</div><div><div>B</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cling to Dust</div><div><div>B</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Fatal Push</div><div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                             | <div><div>Fatal Push</div><div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                             | <div><div>Inquisition of Kozilek</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       | <div><div>Inquisition of Kozilek</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       |

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| <div><div><div>Kolaghan's Command</div><div><div>1</div><div>B</div><div>R</div></div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kolaghan's Command</div><div><div>1</div><div>B</div><div>R</div></div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |
| <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Manamorphose</div><div><div>1</div><div>R/G</div></div></div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manamorphose</div><div><div>1</div><div>R/G</div></div></div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Manamorphose

① R/G

Instant

Add two mana in any combination of colors.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Manamorphose

① R/G

Instant

Add two mana in any combination of colors.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Bauble

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Bauble

0

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Bauble

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Bauble

⑨

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Monastery Swiftspear

®

Creature -- Human Monk

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Monastery Swiftspear

®

Creature -- Human Monk

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bresett123 - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

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| <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |
| <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Seal of Fire</div><div><div>R</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seal of Fire</div><div><div>R</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Seal of Fire</div> <div>Enchantment</div> <div>Sacrifice this enchantment: It deals 2 damage to any target.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                              | <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Sunbaked Canyon</div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                              | <div> <div>Sunbaked Canyon</div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                              | <div> <div>Sunbaked Canyon</div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                              |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                         | <div>Thoughtseize</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>Thoughtseize</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>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                       |
| <div>Collective Brutality</div> <div>Sorcery</div> <div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</div> <div>Choose one or more --</div> <div>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.</div> <div>* Target creature gets -2/-2 until end of turn.</div> <div>* Target opponent loses 2 life and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collective Brutality</div> <div>Sorcery</div> <div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</div> <div>Choose one or more --</div> <div>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.</div> <div>* Target creature gets -2/-2 until end of turn.</div> <div>* Target opponent loses 2 life and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collective Brutality</div> <div>Sorcery</div> <div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</div> <div>Choose one or more --</div> <div>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.</div> <div>* Target creature gets -2/-2 until end of turn.</div> <div>* Target opponent loses 2 life and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collective Brutality</div> <div>Sorcery</div> <div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</div> <div>Choose one or more --</div> <div>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.</div> <div>* Target creature gets -2/-2 until end of turn.</div> <div>* Target opponent loses 2 life and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Lurrus of the Dream-Den</div><div><div>1</div><div>W/B</div><div>W/B</div></div></div><div>Legendary Creature -- Cat Nightmare</div><div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Lifelink<br/>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div><div>[sideboard]</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Molten Rain</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Molten Rain</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Molten Rain</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |
| <div><div><div>Molten Rain</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                    | <div><div><div>Nihil Spellbomb</div><div><div>1</div></div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nihil Spellbomb</div><div><div>1</div></div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Unearth</div><div><div>B</div></div></div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

Return target creature card with  
mana value 3 or less from your  
graveyard to the battlefield.  
Cycling {2} ({2}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Destroy target artifact.  
Fuse (You may cast one or both halves of this card from your hand.)

W

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ① R

Destroy target artifact.  
Fuse (You may cast one or both halves of this card from your hand.)

W

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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