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| <div>Academy Ruins</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{1}{U}, {T}: Put target artifact card from your graveyard on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Condescend (X)(U)</div> <div>Instant</div> <div>Counter target spell unless its controller pays {X}. 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Condescend (X)(U)</div> <div>Instant</div> <div>Counter target spell unless its controller pays {X}. 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Condescend (X)(U)</div> <div>Instant</div> <div>Counter target spell unless its controller pays {X}. 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div>Cyclonic Rift (1)(U)</div> <div>Instant</div> <div>Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div>Dismember (1)(BP)(BP)</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>                                                                                  |

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| <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         | <div><div><div>Dress Down</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, draw a card.<br/>Creatures lose all abilities.<br/>At the beginning of the end step, sacrifice this enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Engineered Explosives</div><div><div>X</div></div></div><div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact:<br/>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Expedition Map</div><div><div>1</div></div></div><div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                     |
| <div><div><div>Expedition Map</div><div><div>1</div></div></div><div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Expedition Map</div><div><div>1</div></div></div><div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div>Expedition Map</div><div><div>1</div></div></div><div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               | <div><div><div>Gemstone Caverns</div></div><div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><b>Gemstone Caverns</b></div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Hall of Storm Giants</b></div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T} : Add {U} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T} : Add {U} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                |
| <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T} : Add {U} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T} : Add {U} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T} : Add {U} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Mindslaver</b><div>6</div></div><div>Legendary Artifact</div><div>{4}, {T}, Sacrifice Mindslaver: You control target player during that player's next turn. (You see all cards that player could see and make all decisions for them.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mindslaver</div><div>6</div></div><div>Legendary Artifact</div><div>{4}, {T}, Sacrifice Mindslaver: You control target player during that player's next turn. (You see all cards that player could see and make all decisions for them.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Oblivion Stone</div><div>3</div></div><div>Artifact</div><div>{4}, {T}: Put a fate counter on target permanent.<br/>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Oboro, Palace in the Clouds</div><div></div></div><div>Legendary Land</div><div>{T}: Add {U}.<br/>{1}: Return Oboro to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Remand</div><div>1U</div></div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Remand</div><div>1U</div></div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Remand</div><div>1U</div></div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Repeal</div><div>XU</div></div><div>Instant</div><div>Return target nonland permanent with mana value X to its owner's hand.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |

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| <div><div>Repeal</div><div><div>X</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent with mana value X to its owner's hand.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div><div>Repeal</div><div><div>X</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent with mana value X to its owner's hand.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div><div>Shark Typhoon</div><div><div>5</div><div>U</div></div></div> <div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sundering Titan</div><div><div>8</div></div></div> <div><div>Artifact Creature -- Golem</div><div>When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.</div></div> <div><div>7/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Talisman of Dominance</div><div><div>2</div><div>U</div></div></div> <div><div>Artifact</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This artifact deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thirst for Knowledge</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Draw three cards. Then discard two cards unless you discard an artifact card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thirst for Knowledge</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Draw three cards. Then discard two cards unless you discard an artifact card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                      | <div><div>Thirst for Knowledge</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Draw three cards. Then discard two cards unless you discard an artifact card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          |

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| <div>Tolaria West</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.<br/>Transmute {1}{U}{U} ({1}{U}{U},<br/>Discard this card: Search your<br/>library for a card with mana value<br/>0, reveal it, put it into your hand,<br/>then shuffle. Transmute only as a<br/>sorcery.)</div> <div>2U</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                               | <div>Treasure Mage</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, you may<br/>search your library for an artifact<br/>card with mana value 6 or greater,<br/>reveal it, put it into your hand,<br/>then shuffle.</div> <div>2U</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Trinket Mage</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, you may<br/>search your library for an artifact<br/>card with mana value 1 or less,<br/>reveal that card, put it into your<br/>hand, then shuffle.</div> <div>2U</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Trinket Mage</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, you may<br/>search your library for an artifact<br/>card with mana value 1 or less,<br/>reveal that card, put it into your<br/>hand, then shuffle.</div> <div>2U</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Ugin, the Spirit Dragon</div> <div>Legendary Planeswalker -- Ugin</div> <div>[+2]: Ugin deals 3 damage to any<br/>target.<br/>[-X]: Exile each permanent with mana<br/>value X or less that's one or more<br/>colors.<br/>[-10]: You gain 7 life, draw seven<br/>cards, then put up to seven<br/>permanent cards from your hand onto<br/>the battlefield.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div>{T}: Add {C}. If you control an<br/>Urza's Power-Plant and an Urza's<br/>Tower, add {C}{C} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                           | <div>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div>{T}: Add {C}. If you control an<br/>Urza's Power-Plant and an Urza's<br/>Tower, add {C}{C} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                              | <div>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div>{T}: Add {C}. If you control an<br/>Urza's Power-Plant and an Urza's<br/>Tower, add {C}{C} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                              |

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| <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    |

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| <div> <b>Urza's Tower</b> </div> <div> Land -- Urza's Tower </div> <div> <p>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                   | <div> <b>Walking Ballista</b> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                | <div> <b>Walking Ballista</b> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                | <div> <b>Wurmcoil Engine</b> </div> <div> Artifact Creature -- Phyrexian Wurm </div> <div> <p>Deathtouch, lifelink<br/>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.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Dress Down</b> </div> <div> Enchantment </div> <div> <p>Flash<br/>When this enchantment enters, draw a card.<br/>Creatures lose all abilities.<br/>At the beginning of the end step, sacrifice this enchantment.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>13/13</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Emrakul, the Promised End</b> </div> <div> Legendary Creature -- Eldrazi </div> <div> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.<br/>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br/>Flying, trample, protection from instants</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>13/13</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Engineered Explosives</b> </div> <div> Artifact </div> <div> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>13/13</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Leyline of the Void</b> </div> <div> Enchantment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>13/13</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>           |

Playtest cards - shoktroopa - Modern (Modern Challenge)

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



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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spatial Contortion (1)(C)</div><div>Instant</div><div>({C} represents colorless mana.)<br/>Target creature gets +3/-3 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Spatial Contortion (1)(C)</div><div>Instant</div><div>({C} represents colorless mana.)<br/>Target creature gets +3/-3 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Spreading Seas (1)(U)</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Spreading Seas (1)(U)</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Spreading Seas (1)(U)</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Squelch (1)(U)</div><div>Instant</div><div>Counter target activated ability.<br/>(Mana abilities can't be targeted.)<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div> <div>The Filigree Sylex</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> <p>{T}: Put an oil counter on The Filigree Sylex.</p> <p>{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.</p> <p>{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Stone Brain</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> <p>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Walking Ballista</div> <div>X X</div> </div> <div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div>[sideboard]</div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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