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| <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                              | <div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                              | <div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                              | <div><div><div>Boggart Trawler</div><div>②③</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div><div><div>Boggart Bog</div></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                  |

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| <div> <b>Boseiju, Who Endures</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Boseiju, Who Endures</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                         | <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                              | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <p>({T}: Add {G}.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                  | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <p>({T}: Add {G}.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                  |

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| <b>Geralf's Messenger</b> (B)(B)(B)<br>Creature -- Zombie<br>This creature enters tapped.<br>When this creature enters, target opponent loses 2 life.<br>Undying (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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                         | <b>Gravecrawler</b> (B)<br>Creature -- Zombie<br>This creature can't block.<br>You may cast this card from your graveyard as long as you control a Zombie.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                 | <b>Gravecrawler</b> (B)<br>Creature -- Zombie<br>This creature can't block.<br>You may cast this card from your graveyard as long as you control a Zombie.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                         | <b>Gravecrawler</b> (B)<br>Creature -- Zombie<br>This creature can't block.<br>You may cast this card from your graveyard as long as you control a Zombie.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                     |
| <b>Grist, the Hunger Tide</b> (1)(B)(G)<br>Legendary Planeswalker -- Grist<br>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hapatra, Vizier of Poisons</b> (B)(G)<br>Legendary Creature -- Human Cleric<br>Whenever Hapatra deals combat damage to a player, you may put a -1/-1 counter on target creature.<br>Whenever you put one or more -1/-1 counters on a creature, create a 1/1 green Snake creature token with deathtouch.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Haywire Mite</b> (1)<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ignoble Hierarch</b> (G)<br>Creature -- Goblin Shaman<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {B}, {R}, or {G}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Ignoble Hierarchy</b> <span>⑥</span><br>Creature -- Goblin Shaman<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {B}, {R}, or {G}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                              | <b>Ignoble Hierarchy</b> <span>⑥</span><br>Creature -- Goblin Shaman<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {B}, {R}, or {G}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                              | <b>Ignoble Hierarchy</b> <span>⑥</span><br>Creature -- Goblin Shaman<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {B}, {R}, or {G}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                              | <b>Marionette Apprentice</b> <span>①</span> <span>Ⓑ</span><br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Marionette Apprentice</b> <span>①</span> <span>Ⓑ</span><br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Marionette Apprentice</b> <span>①</span> <span>Ⓑ</span><br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Marionette Apprentice</b> <span>①</span> <span>Ⓑ</span><br>Creature -- Human Artificer<br>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)<br>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div></div> 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pende Lhaven

## Legendary Land

{T}: Add {G}.  
{T}: Target 1/1 creature gets +1/+2  
until end of turn.

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## Phyrexian Tower

## Legendary Land

```
{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
```

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## Prosperous Innkeeper ①G

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prosperous Innkeeper ① ⑥

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.")

Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prosperous Innkeeper ①⑥

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prosperous Innkeeper 1G

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

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## Swamp

Basic Land -- Swamp

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

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| <div><div>Twilight Mire</div><div>Land</div><div>{T}: Add {C}.<br/>{B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div><div>Twilight Mire</div><div>Land</div><div>{T}: Add {C}.<br/>{B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{G}</b>.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{G}</b>.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   |

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| <p><b>Warren Soultrader</b> 2B</p> <p>Creature -- Zombie Goblin Wizard</p> <p>Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                       | <p><b>Warren Soultrader</b> 2B</p> <p>Creature -- Zombie Goblin Wizard</p> <p>Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                       | <p><b>Warren Soultrader</b> 2B</p> <p>Creature -- Zombie Goblin Wizard</p> <p>Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                       | <p><b>Wooded Foothills</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                               |
| <p><b>Yawgmooth, Thran Physician</b> 2BB</p> <p>Legendary Creature -- Human Cleric</p> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Yawgmooth, Thran Physician</b> 2BB</p> <p>Legendary Creature -- Human Cleric</p> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Yawgmooth, Thran Physician</b> 2BB</p> <p>Legendary Creature -- Human Cleric</p> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Yawgmooth, Thran Physician</b> 2BB</p> <p>Legendary Creature -- Human Cleric</p> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - MoBeatS - 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 7/10 - 8 cards - 2.5 x 3.5 in each

**G**

Undying (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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Undying (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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Undying (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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Undying (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.)

1/1

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**B G**

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

Flash  
Reach  
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.  
Evoke--Exile a green card from your hand.

[sideboard]

3/4

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**B**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Nonbasic lands are Mountains.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch  
As this creature enters, choose a creature type.  
Creatures of the chosen type your opponents control get -1/-1.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{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

②

Permanent cards in graveyards can't enter the battlefield.  
Players can't cast noncreature spells from graveyards or exile.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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| <div> <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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Playtest cards - MoBeats - 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 10/10 - 3 cards - 2.5 x 3.5 in each