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| <b>Blood Crypt</b><br><hr/> Land -- Swamp Mountain<br><hr/> ({T}: Add {B} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                     | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.                                                                                                                                                                                                                                                        | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.                                                                                                                                                                                                                                                        | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.                                                                                                                                                                                                                                                        |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. | <b>Calibrated Blast</b> (2)(R)<br><hr/> Instant<br><hr/> Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) | <b>Calibrated Blast</b> (2)(R)<br><hr/> Instant<br><hr/> Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) | <b>Calibrated Blast</b> (2)(R)<br><hr/> Instant<br><hr/> Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                   |

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| <div><div><div>Calibrated Blast</div><div>2R</div></div><div>Instant</div><div>Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Indatha Triome</div></div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div><div>Leyline Binding</div><div>5W</div></div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>5W</div></div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline Binding</div><div>5W</div></div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><div>Leyline Binding</div><div>5W</div></div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Marsh Flats</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Marsh Flats</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |

Basic Land -- Mountain

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## Land -- Swamp Forest

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

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Sorcery

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Creature -- Frog

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Creature -- Frog

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| <div> <div> <b>Psychic Frog</b> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/> Discard a card: Put a +1/+1 counter on this creature.<br/> Exile three cards from your graveyard: This creature gains flying until end of turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                | <div> <div> <b>Psychic Frog</b> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/> Discard a card: Put a +1/+1 counter on this creature.<br/> Exile three cards from your graveyard: This creature gains flying until end of turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                | <div> <div> <b>Raucous Theater</b> </div> <div> <div>Land -- Swamp Mountain</div> <div> ({T}: Add {B} or {R}.)<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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                             | <div> <div> <b>Roaring Furnace</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/> (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) </div> <div> <div>3UU</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |
| <div> <div> <b>Roaring Furnace</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/> (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) </div> <div> <div>3UU</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Roaring Furnace</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/> (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) </div> <div> <div>3UU</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Scion of Draco</b> <div> <div>12</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Scion of Draco</b> <div> <div>12</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>               |

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| <div> <div>Scion of Draco</div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div>4/4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Scion of Draco</div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div>4/4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Shadow of Mortality</div> <div> <div>Creature -- Avatar</div> <div> If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference. </div> <div>7/7</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Shadow of Mortality</div> <div> <div>Creature -- Avatar</div> <div> If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference. </div> <div>7/7</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                      |
| <div> <div>Steam Vents</div> <div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                            | <div> <div>Swamp</div> <div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                           | <div> <div>Temple Garden</div> <div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                      | <div> <div>Territorial Kavv</div> <div> <div>Creature -- Kavv</div> <div> Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.<br/> Whenever this creature attacks, choose one --<br/> * Discard a card. If you do, draw a card.<br/> * Exile up to one target card from a graveyard. </div> <div>*/*</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Territorial Kavv</b> <span>(R)(G)</span><br>Creature -- Kavv<br>Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.<br>Whenever this creature attacks, choose one --<br>* Discard a card. If you do, draw a card.<br>* Exile up to one target card from a graveyard.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>Territorial Kavv</b> <span>(R)(G)</span><br>Creature -- Kavv<br>Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.<br>Whenever this creature attacks, choose one --<br>* Discard a card. If you do, draw a card.<br>* Exile up to one target card from a graveyard.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>Territorial Kavv</b> <span>(R)(G)</span><br>Creature -- Kavv<br>Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.<br>Whenever this creature attacks, choose one --<br>* Discard a card. If you do, draw a card.<br>* Exile up to one target card from a graveyard.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>The One Ring</b> <span>(4)</span><br>Legendary Artifact<br>Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>The One Ring</b> <span>(4)</span><br>Legendary Artifact<br>Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>The One Ring</b> <span>(4)</span><br>Legendary Artifact<br>Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>The One Ring</b> <span>(4)</span><br>Legendary Artifact<br>Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Titanoth Rex</b> <span>(7)(G)(G)</span><br>Creature -- Dinosaur Beast<br>Trample<br>Cycling {1}{G} ({1}{G}, Discard this card: Draw a card.)<br>When you cycle this card, put a trample counter on target creature you control.<br><div>11/11</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                     |

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| <b>Titanoth Rex</b> (7)(G)(G)<br>Creature -- Dinosaur Beast<br>Trample<br>Cycling {1}{G} ({1}{G}, Discard this card: Draw a card.)<br>When you cycle this card, put a trample counter on target creature you control.<br><div>11/11</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Titanoth Rex</b> (7)(G)(G)<br>Creature -- Dinosaur Beast<br>Trample<br>Cycling {1}{G} ({1}{G}, Discard this card: Draw a card.)<br>When you cycle this card, put a trample counter on target creature you control.<br><div>11/11</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Troll of Khazad-dûm</b> (5)(B)<br>Creature -- Troll<br>This creature can't be blocked except by three or more creatures.<br>Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Troll of Khazad-dûm</b> (5)(B)<br>Creature -- Troll<br>This creature can't be blocked except by three or more creatures.<br>Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Underground Mortuary</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <b>Verdant Catacombs</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        | <b>Verdant Catacombs</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                | <b>Verdant Catacombs</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>          | <div>Witch's Cottage</div> <div>Land -- Swamp</div> <div>{T}: Add {B}.)<br/>This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Witch's Cottage</div> <div>Land -- Swamp</div> <div>{T}: Add {B}.)<br/>This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Xander's Lounge</div> <div>Land -- Island Swamp Mountain</div> <div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 |
| <div>Drannith Magistrate (1)(W)</div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Drannith Magistrate (1)(W)</div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                     | <div>Mystical Dispute (2)(U)</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        | <div>Mystical Dispute (2)(U)</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Koshimo, Masaru - Modern (???????) Supported by ??????Modern Open Support

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

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

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

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| <div><div>Obsidian Charmaw<div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dragon</div><div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</div><div>Flying</div><div>When this creature enters, destroy target nonbasic land an opponent controls.</div></div><div>[sideboard]</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Obsidian Charmaw<div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dragon</div><div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</div><div>Flying</div><div>When this creature enters, destroy target nonbasic land an opponent controls.</div></div><div>[sideboard]</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Obsidian Charmaw<div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dragon</div><div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</div><div>Flying</div><div>When this creature enters, destroy target nonbasic land an opponent controls.</div></div><div>[sideboard]</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div>Rough<div><div>1</div><div>R</div></div></div><div>Sorcery</div><div><div>Rough deals 2 damage to each creature without flying.</div></div><div>[sideboard]</div><div><div>----- RIGHT HALF -----</div></div><div><div>Tumble<div><div>5</div><div>R</div></div></div><div>Sorcery</div><div><div>Tumble deals 6 damage to each creature with flying.</div></div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                             |
| <div><div>Rough<div><div>1</div><div>R</div></div></div><div>Sorcery</div><div><div>Rough deals 2 damage to each creature without flying.</div></div><div>[sideboard]</div><div><div>----- RIGHT HALF -----</div></div><div><div>Tumble<div><div>5</div><div>R</div></div></div><div>Sorcery</div><div><div>Tumble deals 6 damage to each creature with flying.</div></div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Rough<div><div>1</div><div>R</div></div></div><div>Sorcery</div><div><div>Rough deals 2 damage to each creature without flying.</div></div><div>[sideboard]</div><div><div>----- RIGHT HALF -----</div></div><div><div>Tumble<div><div>5</div><div>R</div></div></div><div>Sorcery</div><div><div>Tumble deals 6 damage to each creature with flying.</div></div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Suncleanser<div><div>1</div><div>W</div></div></div><div>Creature -- Human Cleric</div><div><div>When this creature enters, choose one --</div><div>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</div><div>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</div></div><div>[sideboard]</div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Suncleanser<div><div>1</div><div>W</div></div></div><div>Creature -- Human Cleric</div><div><div>When this creature enters, choose one --</div><div>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</div><div>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</div></div><div>[sideboard]</div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> <div>[sideboard]</div> </div> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> <div>[sideboard]</div> </div> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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