

<div> <div>All Is Dust7</div> <div>Kindred Sorcery -- Eldrazi</div> <div>Each player sacrifices all permanents they control that are one or more colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>All Is Dust7</div> <div>Kindred Sorcery -- Eldrazi</div> <div>Each player sacrifices all permanents they control that are one or more colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}. 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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div> <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p> <p>When you cast this spell, exile target permanent that's one or more colors.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p> <p>When you cast this spell, exile target permanent that's one or more colors.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dismember (1)(BP)(BP)</div> <div>Instant</div> <div> <p>([B/P] can be paid with either [B] or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dismember (1)(BP)(BP)</div> <div>Instant</div> <div> <p>([B/P] can be paid with either [B] or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Drowner of Truth (5)(6/1)(6/1)</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, if [C] was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add [C]."</p> </div> <div>7/6</div> <div>----- BACK FACE -----</div> <div> <div>Drowned Jungle</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>[T]: Add [G] or [U].</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Eldrazi Repurposer (2)(G)</div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add [C]."</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Eldrazi Repurposer (2)(G)</div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add [C]."</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Eldrazi Repurposer (2)(G)</div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add [C]."</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - Mateusf34 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Eldrazi Repurposer</div><div><div>26</div></div></div> <div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Eldrazi Temple</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Eldrazi Temple</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Eldrazi Temple</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Eldrazi Temple</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Hedge Maze </div> <div> Land -- Forest Island </div> <div> ({T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> It That Heralds the End 1C </div> <div> Creature -- Eldrazi Drone </div> <div> Colorless spells you cast with mana value 7 or greater cost {1} less to cast. Other colorless creatures you control get +1/+1. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> It That Heralds the End 1C </div> <div> Creature -- Eldrazi Drone </div> <div> Colorless spells you cast with mana value 7 or greater cost {1} less to cast. Other colorless creatures you control get +1/+1. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> It That Heralds the End 1C </div> <div> Creature -- Eldrazi Drone </div> <div> Colorless spells you cast with mana value 7 or greater cost {1} less to cast. Other colorless creatures you control get +1/+1. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nulldrifter7</div><div>Creature -- Eldrazi Elemental</div><div>When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nulldrifter7</div><div>Creature -- Eldrazi Elemental</div><div>When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Sanctum of Ugin</div><div>Land</div><div>{T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sowing Mycospawn36</div><div>Creature -- Eldrazi Fungus</div><div>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sowing Mycospawn36</div><div>Creature -- Eldrazi Fungus</div><div>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sowing Mycospawn36</div><div>Creature -- Eldrazi Fungus</div><div>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Sowing Mycospawn (3)(G)</p> <p>Creature -- Eldrazi Fungus</p> <p>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thought-Knot Seer (3)(C)</p> <p>Creature -- Eldrazi</p> <p>($\{C\}$ represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thought-Knot Seer (3)(C)</p> <p>Creature -- Eldrazi</p> <p>($\{C\}$ represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thought-Knot Seer (3)(C)</p> <p>Creature -- Eldrazi</p> <p>($\{C\}$ represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Thought-Knot Seer (3)(C)</p> <p>Creature -- Eldrazi</p> <p>($\{C\}$ represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Trinisphere (3)</p> <p>Artifact</p> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Trinisphere (3)</p> <p>Artifact</p> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Trinisphere (3)</p> <p>Artifact</p> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost $\{1\}\{B\}$ to cast costs $\{2\}\{B\}$ to cast instead.)

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Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

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Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

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6 G

Creature -- Eldrazi

Devoid (This card has no color.)
When you cast this spell, exile target artifact, enchantment, or land.
Reach
{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)

5/7

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6 G

Creature -- Eldrazi

Devoid (This card has no color.)
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{2}{C}, Sacrifice a land: Return
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5/7

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6 G

Creature -- Eldrazi

Devoid (This card has no color.)
When you cast this spell, exile
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{2}{C}, Sacrifice a land: Return
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5/7

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<div>World Breaker</div> <div> <div>66</div> </div> <div>Creature -- Eldrazi</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, exile target artifact, enchantment, or land.</div> <div>Reach</div> <div>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div> </div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Yavimaya Coast</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Yavimaya Coast</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Yavimaya Coast</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Bojuka Bog</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>When this land enters, exile target player's graveyard.</div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chalice of the Void</div> <div> <div>X</div> <div>X</div> </div> <div>Artifact</div> <div> <div>This artifact enters with X charge counters on it.</div> <div>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chalice of the Void</div> <div> <div>X</div> <div>X</div> </div> <div>Artifact</div> <div> <div>This artifact enters with X charge counters on it.</div> <div>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chalice of the Void</div> <div> <div>X</div> <div>X</div> </div> <div>Artifact</div> <div> <div>This artifact enters with X charge counters on it.</div> <div>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Gemstone Caverns</div> <div>Legendary Land</div> <p>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.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pick Your Poison</div> <div>Sorcery</div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pick Your Poison</div> <div>Sorcery</div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Relic of Progenitus</div> <div>Artifact</div> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Relic of Progenitus</div> <div>Artifact</div> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Stone Brain</div> <div>Legendary Artifact</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> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Stone Brain</div> <div>Legendary Artifact</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> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Veil of Summer</div> <div>Instant</div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div> Veil of Summer 6 </div> <div> Instant </div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Wastescape Battlemage 1C </div> <div> Creature -- Eldrazi Wizard </div> <div> <p>Kicker {G} and/or {1}{U} When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls. When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Wastescape Battlemage 1C </div> <div> Creature -- Eldrazi Wizard </div> <div> <p>Kicker {G} and/or {1}{U} When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls. When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	
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Playtest cards - Mateusf34 - 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