

<div>Assassin's Trophy</div> <div><div>B</div><div>G</div></div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Bring to Light</div> <div><div>3</div><div>G</div><div>U</div></div> <div>Sorcery</div> <div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Bring to Light</div> <div><div>3</div><div>G</div><div>U</div></div> <div>Sorcery</div> <div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Bring to Light</div> <div><div>3</div><div>G</div><div>U</div></div> <div>Sorcery</div> <div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Bring to Light</div> <div><div>3</div><div>G</div><div>U</div></div> <div>Sorcery</div> <div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Extinction Event</div> <div><div>3</div><div>B</div></div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

G U

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(**{T}**: Add **{G}**, **{U}**, or **{R}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤ ⑥

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Niv-Mizzet Reborn (WUBRG)</div> <div> <div>Legendary Creature -- Dragon Avatar</div> <div> <div>Flying</div> <div>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.</div> </div> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Niv-Mizzet, Supreme (WUBRG)</div> <div> <div>Legendary Creature -- Dragon Avatar</div> <div> <div>Flying, hexproof from monocolored</div> <div>Each instant and sorcery card in your graveyard that's exactly two colors has jump-start. (You may cast that card from your graveyard by discarding a card in addition to paying its other costs. Then exile it.)</div> </div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Omnath, Locus of Creation (RGWU)</div> <div> <div>Legendary Creature -- Elemental</div> <div> <div>When Omnath enters, draw a card.</div> <div>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> </div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Omnath, Locus of Creation (RGWU)</div> <div> <div>Legendary Creature -- Elemental</div> <div> <div>When Omnath enters, draw a card.</div> <div>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> </div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
<div> <div>Overgrown Tomb</div> <div> <div>Land -- Swamp Forest</div> <div> <div>({T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Overgrown Tomb</div> <div> <div>Land -- Swamp Forest</div> <div> <div>({T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Pillage the Bog (BG)</div> <div> <div>Sorcery</div> <div> <div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.</div> <div>Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div>({T}: Add {W}.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>

<div><div>Prismari Command</div><div><div>1</div><div>U</div><div>R</div></div></div> <div><div>Instant</div><div>Choose two -- * Prismari Command deals 2 damage to any target. * Target player draws two cards, then discards two cards. * Target player creates a Treasure token. * Destroy target artifact.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Raffine's Tower</div></div> <div><div>Land -- Plains Island Swamp</div><div>({T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Raugrin Triome</div></div> <div><div>Land -- Island Mountain Plains</div><div>({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Selfless Glyphweaver</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Human Cleric</div><div>Exile this creature: Creatures you control gain indestructible until end of turn.</div></div> <div><div>2/3</div></div> <div><div>----- BACK FACE -----</div><div><div>Deadly Vanity</div><div><div>5</div><div>B</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Choose a creature or planeswalker, then destroy all other creatures and planeswalkers.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Spara's Headquarters</div></div> <div><div>Land -- Forest Plains Island</div><div>({T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stomping Ground</div></div> <div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.) 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</div><div>botbox.dev</div></div>	<div><div>Stomping Ground</div></div> <div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.) 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</div><div>botbox.dev</div></div>	<div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Sylvan Caryatid</div><div>①⑥</div></div> <div>Creature -- Plant</div> <div>Defender, hexproof {T}: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sylvan Caryatid</div><div>①⑥</div></div> <div>Creature -- Plant</div> <div>Defender, hexproof {T}: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sylvan Caryatid</div><div>①⑥</div></div> <div>Creature -- Plant</div> <div>Defender, hexproof {T}: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sylvan Caryatid</div><div>①⑥</div></div> <div>Creature -- Plant</div> <div>Defender, hexproof {T}: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Temple Garden</div></div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Temple Garden</div></div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thought Erasure</div><div>⓪ⓑ</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thought Erasure</div><div>⓪ⓑ</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Thought Erasure</div><div>ⓊⓅ</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thought Erasure</div><div>ⓊⓅ</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Up the Beanstalk</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Up the Beanstalk</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Up the Beanstalk</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Up the Beanstalk</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Valki, God of Lies</div><div>①Ⓑ</div></div> <div>Legendary Creature -- God</div> <div>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</div> <div>2/1</div> <div>----- BACK FACE -----</div> <div><div>Tibalt, Cosmic Impostor</div><div>⑤ⒷⓇ</div></div> <div>Legendary Planeswalker -- Tibalt</div> <div>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Valki, God of Lies</div><div>①Ⓑ</div></div> <div>Legendary Creature -- God</div> <div>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</div> <div>2/1</div> <div>----- BACK FACE -----</div> <div><div>Tibalt, Cosmic Impostor</div><div>⑤ⒷⓇ</div></div> <div>Legendary Planeswalker -- Tibalt</div> <div>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Vanishing Verse WB </div> <div> Instant </div> <div> Exile target monocolored permanent. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Watery Grave </div> <div> Land -- Island Swamp </div> <div> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </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}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Zagoth Triome </div> <div> Land -- Swamp Forest Island </div> <div> ({T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Deafening Clarion 1RW </div> <div> Sorcery </div> <div> Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Duress B </div> <div> Sorcery </div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Duress B </div> <div> Sorcery </div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Elesh Norn, Mother of Machines 4W </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. </div> <div> [sideboard] </div> <div> <div>4/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

4 R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sidebar]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

Flying, trample
When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

This spell can't be countered.
Target opponent reveals their hand.
Exile all noncreature, nonland cards
from that player's hand and
graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

This spell can't be countered.
Target opponent reveals their hand.
Exile all noncreature, nonland cards
from that player's hand and
graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

<div> Thought Distortion 4BB </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Thought Distortion 4BB </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Unmoored Ego 1UB </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	

Playtest cards - TennTyou - Pioneer (Pioneer 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