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| <div><b>Bloodstained Mire</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                             | <div><b>Bloodstained Mire</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div><b>Bloodstained Mire</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <div><b>Bloodstained Mire</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     |
| <div><b>Boggart Trawler</b> (2)(B)</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><b>Boggart Bog</b></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><b>Cling to Dust</b> (B)</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><b>Dauthi Voidwalker</b> (B)(B)</div> <div>Creature -- Dauthi Rogue</div> <div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><b>Dauthi Voidwalker</b> (B)(B)</div> <div>Creature -- Dauthi Rogue</div> <div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**Playtest cards - Selfeisek - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Dauthi Voidwalker</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div><div>3/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ephemerate</div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                      | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                | <div><div><div>Fell the Profane</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div><div>-----<br/>- - - BACK FACE - - -</div></div><div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Godless Shrine</div></div><div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<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</div><div>botbox.dev</div></div></div>                                                                                                         |

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| <div> <div>Graveyard Trespasser</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Werewolf</div> <div> <div>Ward--Discard a card.</div> <div>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.</div> <div>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> </div> <div>3/3</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Graveyard Glutton</div> <div> <div>Creature -- Werewolf</div> <div> <div>Ward--Discard a card.</div> <div>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.</div> <div>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> </div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Menace</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div> <div>Evoke--Exile a black card from your hand.</div> </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Menace</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div> <div>Evoke--Exile a black card from your hand.</div> </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                           | <div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Menace</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div> <div>Evoke--Exile a black card from your hand.</div> </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Menace</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div> <div>Evoke--Exile a black card from your hand.</div> </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Inquisition of Kozilek</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                             | <div> <div>Malakir Rebirth</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose target creature. You lose 2 life. Until end of turn, that creature gains "When this creature dies, return it to the battlefield tapped under its owner's control."</div> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Malakir Mire</div> <div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                |

#### Playtest cards - Selfisek - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Marsh Flats</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>Marsh Flats</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>Mishra's Bauble</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        | <div><div>Mishra's Bauble</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        |
| <div><div>Mishra's Bauble</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nethergoyf</div><div>Creature -- Lhurgoyf</div><div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nethergoyf</div><div>Creature -- Lhurgoyf</div><div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nethergoyf</div><div>Creature -- Lhurgoyf</div><div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

①

{T}, Sacrifice this artifact: Exile target player's graveyard.  
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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**B**

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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**B**

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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**(B)**

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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**B**

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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① ②

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

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1/1

① ②

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

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1/1

① ② B

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

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1/1

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| <div> <b>Orcish Bowmasters</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Orc Archer         </div> <div>           Flash<br/>           When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Pithing Needle</b> <div> <div>1</div> </div> </div> <div>           Artifact         </div> <div>           As this artifact enters, choose a card name.<br/>           Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Shadowspear</b> <div> <div>1</div> </div> </div> <div>           Legendary Artifact -- Equipment         </div> <div>           Equipped creature gets +1/+1 and has trample and lifelink.<br/>           {1}: Permanents your opponents control lose hexproof and indestructible until end of turn.<br/>           Equip {2}         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Shadowy Backstreet</b> </div> <div>           Land -- Plains Swamp         </div> <div>           ({T}: Add {W} or {B}.)<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.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Sheoldred's Edict</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Choose one --<br/>           * Each opponent sacrifices a nontoken creature of their choice.<br/>           * Each opponent sacrifices a creature token of their choice.<br/>           * Each opponent sacrifices a planeswalker of their choice.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>         | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div>           ({T}: Add {B}.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                           | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div>           ({T}: Add {B}.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                           | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div>           ({T}: Add {B}.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                           |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div><div>Thoughtseize</div><div>Sorcery</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>Sorcery</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>Sorcery</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Thoughtseize</div><div>Sorcery</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Toxic Deluge</div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |

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| <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Break the Ice</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      | <div>Damping Sphere</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                           | <div>Damping Sphere</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                           | <div>Damping Sphere</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                           |

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| <div> <b>Damping Sphere</b> <span>②</span> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Graveyard Trespasser</b> <span>②</span><span>B</span> </div> <div>Creature -- Human Werewolf</div> <div> <p>Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                              | <div> <b>Necromentia</b> <span>①</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.</p> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                     | <div> <b>Pithing Needle</b> <span>①</span> </div> <div>Artifact</div> <div> <p>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                 |
| <div> <b>Soul-Guide Lantern</b> <span>①</span> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                     | <div> <b>Suncleanser</b> <span>①</span><span>W</span> </div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</li> <li>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</li> </ul> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Suncleanser</b> <span>①</span><span>W</span> </div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</li> <li>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</li> </ul> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Suncleanser</b> <span>①</span><span>W</span> </div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</li> <li>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</li> </ul> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

**Playtest cards - Selfeisek - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Surgical Extraction</b> <span>BP</span> </div> <div> Instant </div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Tourach, Dread Cantor</b> <span>1</span><span>B</span> </div> <div> Legendary Creature -- Human Cleric </div> <div> <p>Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)</p> <p>Protection from white</p> <p>Whenever an opponent discards a card, put a +1/+1 counter on Tourach.</p> <p>When Tourach enters, if it was kicked, target opponent discards two cards at random.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Toxic Deluge</b> <span>2</span><span>B</span> </div> <div> Sorcery </div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>All creatures get -X/-X until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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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