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| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |
| <div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>{T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>{T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>{T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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><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> | <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> | <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> |
| <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> | <div><div><b>Burning Inquiry</b>Ⓡ</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><b>Burning Inquiry</b>Ⓡ</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><b>Burning Inquiry</b>Ⓡ</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

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| <div> <div>Burning Inquiry</div> <div>Sorcery</div> <div>Each player draws three cards, then discards three cards at random.</div> <div>2R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                | <div> <div>Detective's Phoenix</div> <div>Enchantment Creature -- Phoenix</div> <div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div> <div>2R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Detective's Phoenix</div> <div>Enchantment Creature -- Phoenix</div> <div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div> <div>2R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Detective's Phoenix</div> <div>Enchantment Creature -- Phoenix</div> <div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div> <div>2R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Detective's Phoenix</div> <div>Enchantment Creature -- Phoenix</div> <div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div> <div>2R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Faithless Looting</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                      | <div> <div>Faithless Looting</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                      | <div> <div>Faithless Looting</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>R</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                      |

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| <b>Faithless Looting</b> (R)<br><hr/> Sorcery<br><hr/> <p>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> | <b>Fatal Push</b> (B)<br><hr/> Instant<br><hr/> <p>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.</p> | <b>Fatal Push</b> (B)<br><hr/> Instant<br><hr/> <p>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.</p> | <b>Goblin Lore</b> (1R)<br><hr/> Sorcery<br><hr/> <p>Draw four cards, then discard three cards at random.</p>                                                                                                                         |
| <b>Goblin Lore</b> (1R)<br><hr/> Sorcery<br><hr/> <p>Draw four cards, then discard three cards at random.</p>                                                                                                  | <b>Hollow One</b> (5)<br><hr/> Artifact Creature -- Golem<br><hr/> <p>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <div>4/4</div>                       | <b>Hollow One</b> (5)<br><hr/> Artifact Creature -- Golem<br><hr/> <p>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <div>4/4</div>                       | <b>Hollow One</b> (5)<br><hr/> Artifact Creature -- Golem<br><hr/> <p>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <div>4/4</div> |
| 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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| <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Inti, Seneschal of the Sun</b> <span>(1)(R)</span><br>Legendary Creature -- Human Knight<br>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Inti, Seneschal of the Sun</b> <span>(1)(R)</span><br>Legendary Creature -- Human Knight<br>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 |
| <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                              | <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                             | <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                             | <b>Marauding Mako</b> <span>(R)</span><br>Creature -- Shark Pirate<br>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - xdragon55x - Modern (Modern Challenge 32)

sheet 5/10 - 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;

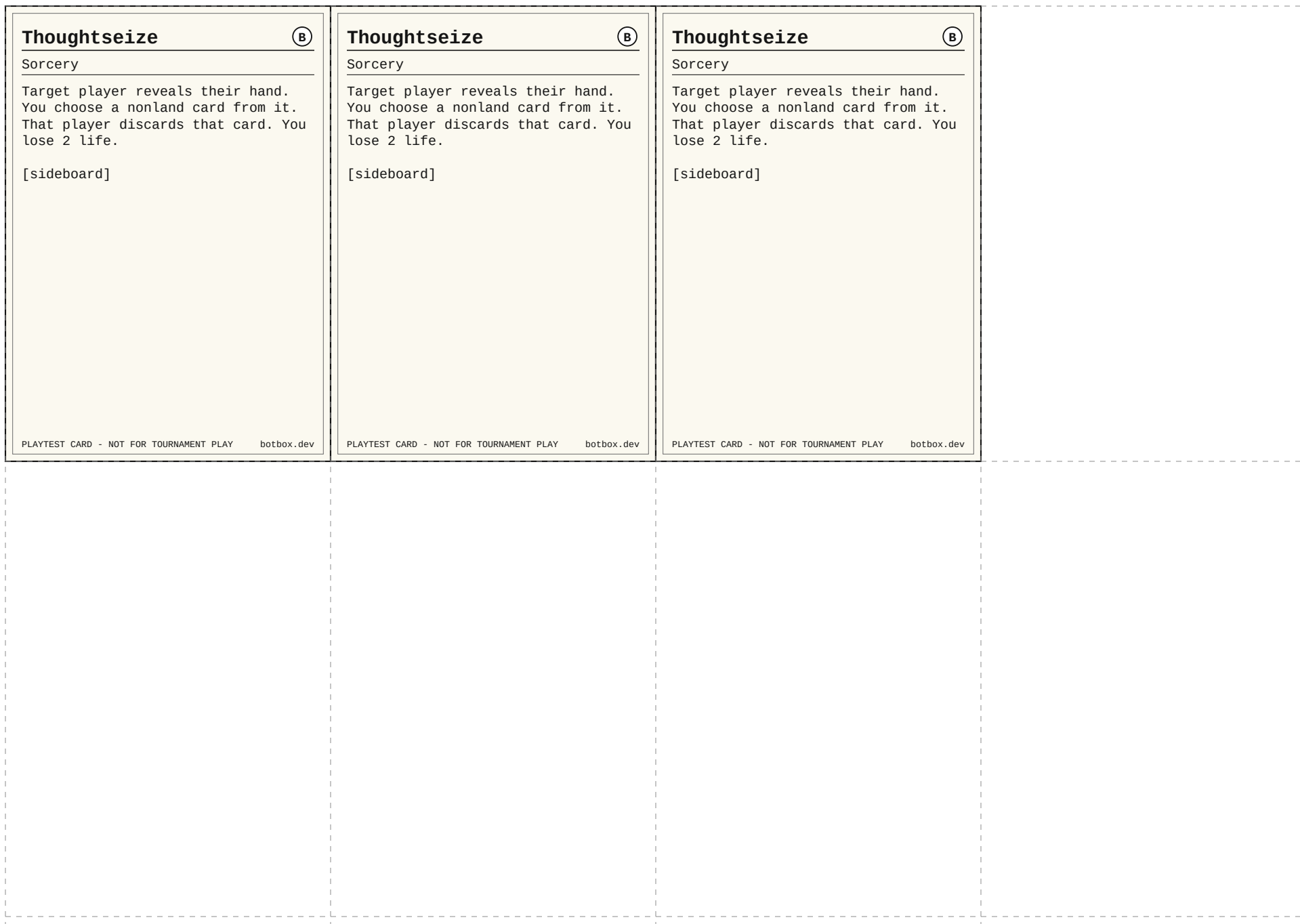
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div><div><div><div><div><div></div><div><b>Marauding Mako</b></div><div></div></div><div><div><div></div><div>(R)</div></div></div></div><div><div><div></div><div>Creature -- Shark Pirate</div><div></div></div></div><div><div><div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div></div><div><div><div>1/1</div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Marauding Mako</b></div><div></div></div><div><div><div></div><div>(R)</div></div></div></div><div><div><div></div><div>Creature -- Shark Pirate</div><div></div></div></div><div><div><div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div></div><div><div><div>1/1</div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                        | <div><div><div><div><div><div></div><div><b>Marauding Mako</b></div><div></div></div><div><div><div></div><div>(R)</div></div></div></div><div><div><div></div><div>Creature -- Shark Pirate</div><div></div></div></div><div><div><div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div></div><div><div><div>1/1</div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                                                         | <div><div><div><div><div><div></div><div><b>Mountain</b></div><div></div></div><div><div><div></div><div>Basic Land -- Mountain</div><div></div></div></div></div><div><div><div><div>{T}: Add {R}.</div></div></div></div><div><div><div></div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div><div><div><div><div></div><div><b>Mountain</b></div><div></div></div><div><div><div></div><div>Basic Land -- Mountain</div><div></div></div></div></div><div><div><div><div>{T}: Add {R}.</div></div></div></div><div><div><div></div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                                                                                 | <div><div><div><div><div><div></div><div><b>Mount Doom</b></div><div></div></div><div><div><div></div><div>Legendary Land</div><div></div></div></div></div><div><div><div><div>{T}, Pay 1 life: Add {B} or {R}. {1}{B}{R}, {T}: Mount Doom deals 1 damage to each opponent. {5}{B}{R}, {T}, Sacrifice Mount Doom and a legendary artifact: Choose up to two creatures, then destroy the rest. Activate only as a sorcery.</div></div></div></div><div><div><div></div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Nethergoyf</b></div><div></div></div><div><div><div></div><div>(B)</div></div></div></div><div><div><div></div><div>Creature -- Lhurgoyf</div><div></div></div></div><div><div><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></div></div><div><div><div><div>*/1+*</div></div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Nethergoyf</b></div><div></div></div><div><div><div></div><div>(B)</div></div></div></div><div><div><div></div><div>Creature -- Lhurgoyf</div><div></div></div></div><div><div><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></div></div><div><div><div><div>*/1+*</div></div></div></div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |

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| <p><b>Nethergoyf</b> <span>(B)</span></p> <p>Creature -- Lhurgoyf</p> <p>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.<br/>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.)</p> <p><b>* / 1 + *</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nethergoyf</b> <span>(B)</span></p> <p>Creature -- Lhurgoyf</p> <p>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.<br/>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.)</p> <p><b>* / 1 + *</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nihil Spellbomb</b> <span>(1)</span></p> <p>Artifact</p> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                | <p><b>Orcish Bowmasters</b> <span>(1)(B)</span></p> <p>Creature -- Orc Archer</p> <p>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.</p> <p><b>1 / 1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Orcish Bowmasters</b> <span>(1)(B)</span></p> <p>Creature -- Orc Archer</p> <p>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.</p> <p><b>1 / 1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                               | <p><b>Orcish Bowmasters</b> <span>(1)(B)</span></p> <p>Creature -- Orc Archer</p> <p>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.</p> <p><b>1 / 1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                               | <p><b>Orcish Bowmasters</b> <span>(1)(B)</span></p> <p>Creature -- Orc Archer</p> <p>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.</p> <p><b>1 / 1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Raucous Theater</b></p> <p>Land -- Swamp Mountain</p> <p>{T}: Add {B} or {R}.)<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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                           |

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| <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             |
| <b>Blood Moon</b> (2)(R)<br>Enchantment<br>Nonbasic lands are Mountains.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                    | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Magebane Lizard (1)(R)</div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Magebane Lizard (1)(R)</div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Magebane Lizard (1)(R)</div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  |
| <div><div>Rough (1)(R)</div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Tumble (5)(R)</div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Rough (1)(R)</div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Tumble (5)(R)</div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Rough (1)(R)</div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Tumble (5)(R)</div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Surgical Extraction (BP)</div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.)<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



Playtest cards - xdragon55x - Modern (Modern Challenge 32)

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