

Archive Trap 3 U U Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archive Trap 3 U U Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archive Trap 3 U U Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archive Trap 3 U U Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Incursion 2 B Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drown in the Loch U B Instant Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drown in the Loch U B Instant Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)

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Basic Land -- Island

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

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Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)

[+1]: Until your next turn, up to one target creature gets -3/-0.

[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.

[-X]: Target player mills three times X cards.

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Legendary Land

$\{T\}$: Add $\{C\}$.
 $\{2\}, \{T\}$: Each player draws a card.

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Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Destroy target creature.

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Oboro, Palace in the Clouds Legendary Land {T}: Add {U}. {1}: Return Oboro to its owner's hand.	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.
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Ruin Crab U Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruin Crab U Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shelldock Isle Land Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This land enters tapped. {T}: Add {U}. {U}, {T}: You may play the exiled card without paying its mana cost if a library has twenty or fewer cards in it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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U

Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.

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Land -- Island Swamp

((T): Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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3 B

You may pay $\{1\}$ rather than pay this spell's mana cost.
If the $\{1\}$ cost was paid, an opponent draws a card.
Exile target creature or planeswalker.

[sidebar]

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Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

[sidebar]

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Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact:
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sideboard]

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Creatures with power greater than the number of cards in your hand can't attack.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ensnaring Bridge Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extirpate Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extirpate Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extirpate Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for the Throat Instant Destroy target nonartifact creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long Goodbye Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soul-Guide Lantern 1 Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Meathook Massacre XBB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - tibalt_of_red_sub - Modern (Modern Challenge 64)

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