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| <div>Eldrazi Temple</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Eldrazi Temple</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Eldrazi Temple</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Eldrazi Temple</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                        |
| <div>Emperor of Bones 1B</div> <div>Creature -- Skeleton Noble</div> <div>           At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>           {1}{B}: Adapt 2.<br/>           Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.         </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Emperor of Bones 1B</div> <div>Creature -- Skeleton Noble</div> <div>           At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>           {1}{B}: Adapt 2.<br/>           Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.         </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Emperor of Bones 1B</div> <div>Creature -- Skeleton Noble</div> <div>           At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>           {1}{B}: Adapt 2.<br/>           Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.         </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Emperor of Bones 1B</div> <div>Creature -- Skeleton Noble</div> <div>           At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>           {1}{B}: Adapt 2.<br/>           Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.         </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div>Fatal Push</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Fatal Push</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Graveyard Trespasser</div><div>2B</div></div> <div>Creature -- Human Werewolf</div> <div>Ward--Discard a card.<br/>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.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>3/3</div> <div>-----<br/>-- - BACK FACE - - -</div> <div><div>Graveyard Glutton</div><div></div></div> <div>Creature -- Werewolf</div> <div>Ward--Discard a card.<br/>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.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ifnir Deadlands</div><div></div></div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {B}.<br/>{2}{B}{B}, {T}, Sacrifice a Desert:<br/>Put two -1/-1 counters on target creature an opponent controls.<br/>Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Ifnir Deadlands</div><div></div></div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {B}.<br/>{2}{B}{B}, {T}, Sacrifice a Desert:<br/>Put two -1/-1 counters on target creature an opponent controls.<br/>Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Ifnir Deadlands</div><div></div></div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {B}.<br/>{2}{B}{B}, {T}, Sacrifice a Desert:<br/>Put two -1/-1 counters on target creature an opponent controls.<br/>Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |

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| <div> <b>Ifnir Deadlands</b> </div> <div> Land -- Desert </div> <div> {T}: Add {C}.<br/> {T}, Pay 1 life: Add {B}.<br/> {2}{B}{B}, {T}, Sacrifice a Desert:<br/> Put two -1/-1 counters on target<br/> creature an opponent controls.<br/> Activate only as a sorcery. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                        | <div> <b>Inquisition of Kozilek</b> </div> <div> Sorcery </div> <div> Target player reveals their hand.<br/> You choose a nonland card from it<br/> with mana value 3 or less. That<br/> player discards that card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                           | <div> <b>Inquisition of Kozilek</b> </div> <div> Sorcery </div> <div> Target player reveals their hand.<br/> You choose a nonland card from it<br/> with mana value 3 or less. That<br/> player discards that card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                           | <div> <b>Kozilek's Command</b> </div> <div> Kindred Instant -- Eldrazi </div> <div> Choose two --<br/> * Target player creates X 0/1<br/> colorless Eldrazi Spawn creature<br/> tokens with "Sacrifice this token:<br/> Add {C}."<br/> * Target player scries X, then draws<br/> a card.<br/> * Exile target creature with mana<br/> value X or less.<br/> * Exile up to X target cards from<br/> graveyards. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Kozilek's Command</b> </div> <div> Kindred Instant -- Eldrazi </div> <div> Choose two --<br/> * Target player creates X 0/1<br/> colorless Eldrazi Spawn creature<br/> tokens with "Sacrifice this token:<br/> Add {C}."<br/> * Target player scries X, then draws<br/> a card.<br/> * Exile target creature with mana<br/> value X or less.<br/> * Exile up to X target cards from<br/> graveyards. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Kozilek's Command</b> </div> <div> Kindred Instant -- Eldrazi </div> <div> Choose two --<br/> * Target player creates X 0/1<br/> colorless Eldrazi Spawn creature<br/> tokens with "Sacrifice this token:<br/> Add {C}."<br/> * Target player scries X, then draws<br/> a card.<br/> * Exile target creature with mana<br/> value X or less.<br/> * Exile up to X target cards from<br/> graveyards. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Kozilek's Command</b> </div> <div> Kindred Instant -- Eldrazi </div> <div> Choose two --<br/> * Target player creates X 0/1<br/> colorless Eldrazi Spawn creature<br/> tokens with "Sacrifice this token:<br/> Add {C}."<br/> * Target player scries X, then draws<br/> a card.<br/> * Exile target creature with mana<br/> value X or less.<br/> * Exile up to X target cards from<br/> graveyards. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Mishra's Bauble</b> </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Look<br/> at the top card of target player's<br/> library. Draw a card at the<br/> beginning of the next turn's upkeep. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                         |

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{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.

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[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.

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{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.

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(B)

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.)

$$*/1+*$$

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**B**

Nethergoyle'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.)

$$* / 1 + *$$

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**B**

Nethergoth'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.)

$$* / 1 + *$$

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(B)

Nethergoyle'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.)

$$* / 1 + *$$

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{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>Orcish Bowmasters</b> <span>①</span> <span>B</span><br>Creature -- Orc Archer<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Orcish Bowmasters</b> <span>①</span> <span>B</span><br>Creature -- Orc Archer<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pithing Needle</b> <span>①</span><br>Artifact<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Prismatic Vista</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                 |
| <b>Prismatic Vista</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                          | <b>Prismatic Vista</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                          | <b>Prismatic Vista</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                             | <b>Shadowspear</b> <span>①</span><br>Legendary Artifact -- Equipment<br>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}<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Thought-Knot Seer</b> <span>③</span> <span>③</span><br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br>When this creature leaves the battlefield, target opponent draws a card.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thoughtseize</b> <span>⑤</span><br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thoughtseize</b> <span>⑤</span><br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thoughtseize</b> <span>⑤</span><br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                       |
| <b>Thoughtseize</b> <span>⑤</span><br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                | <b>Urborg, Tomb of Yawgmoth</b><br>Legendary Land<br>Each land is a Swamp in addition to its other land types.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                         | <b>Urborg, Tomb of Yawgmoth</b><br>Legendary Land<br>Each land is a Swamp in addition to its other land types.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                         | <b>Urza's Saga</b><br>Enchantment Land -- Urza's Saga<br>(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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <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> | <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> | <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> | <div><div>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           |
| <div><div>Ashiok, Dream Render ① ④/B ④/B</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Break the Ice ② ②</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>                                                                                                                                                                                                                                   | <div><div>Break the Ice ② ②</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>                                                                                                                                                                                                                                   | <div><div>Damping Sphere ②</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> |

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| <div><div><div>Damping Sphere</div><div>2</div></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. 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> | <div><div><div>Damping Sphere</div><div>2</div></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. 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> | <div><div><div>Dismember</div><div>1BPBP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Dreams of Steel and Oil</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |
| <div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Shoot the Sheriff</div><div>1BB</div></div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Toxic Deluge</b> <div> <div>2</div> <div>B</div> </div> </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> </div> | <div> <div> <b>Toxic Deluge</b> <div> <div>2</div> <div>B</div> </div> </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> </div> | <div> <div> <b>Wasteland Strangler</b> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Eldrazi Processor</div> <div> <p>Devoid (This card has no color.)</p> <p>When this creature enters, you may put a card an opponent owns from exile into that player's graveyard.</p> <p>If you do, target creature gets -3/-3 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - \_4L3 - 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