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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Day's Undoing 2U</div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Day's Undoing 2U</div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                              | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |

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| <div><div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Geier Reach Sanitarium</div></div><div><div>Legendary Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}: Each player draws a card, then discards a card.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hall of Storm Giants</div></div><div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Hallowed Fountain</div></div><div><div>Land -- Plains Island</div><div><div><div>{T}: Add {W} or {U}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Hallowed Fountain</div></div><div><div>Land -- Plains Island</div><div><div><div>{T}: Add {W} or {U}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                               | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                        |

②

Imprint -- When this artifact enters, you may exile an instant card with mana value 2 or less from your hand.

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②

Imprint -- When this artifact enters, you may exile an instant card with mana value 2 or less from your hand.

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3 U U

Draw three cards.  
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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(X) (W)

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.

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## Land -- Plains Island

([T]: Add [W] or [U].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Land -- Plains Island

({T}: Add {W} or {U}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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## Land

This land enters tapped unless you control a Plains.  
{T}: Add {W}.  
{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.  
(Artifacts, legendarys, and Sagas are historic.)

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## Mystic Gate

Land

$\{T\}$ : Add  $\{C\}$ .  
 $\{W/U\}$ ,  $\{T\}$ : Add  $\{W\}\{W\}$ ,  $\{W\}\{U\}$ , or  
 $\{U\}\{U\}$ .

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Narset, Parter of Veils (1)(U)(U)

Legendary Planeswalker -- Narset

Each opponent can't draw more than one card each turn.

[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

L 5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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**L 5**

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Orim's Chant (W)

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Orim's Chant (W)

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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| <div><div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Path to Exile</div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}).</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           |
| <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}).</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Prismatic Ending</b> <span>(X)(W)</span> </div> <div>Sorcery</div> <div> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                          | <div> <b>Solitude</b> <span>(3)(W)(W)</span> </div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Solitude</b> <span>(3)(W)(W)</span> </div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Solitude</b> <span>(3)(W)(W)</span> </div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Solitude</b> <span>(3)(W)(W)</span> </div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Spell Snare</b> <span>(U)</span> </div> <div>Instant</div> <div> Counter target spell with mana value 2. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                       | <div> <b>Spell Snare</b> <span>(U)</span> </div> <div>Instant</div> <div> Counter target spell with mana value 2. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                       | <div> <b>Steam Vents</b> </div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                            |

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| <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                | <div><div>Supreme Verdict</div><div><div>1</div><div>W</div><div>W</div><div>U</div></div></div> <div>Sorcery</div> <div>This spell can't be countered.<br/>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                           | <div><div>Supreme Verdict</div><div><div>1</div><div>W</div><div>W</div><div>U</div></div></div> <div>Sorcery</div> <div>This spell can't be countered.<br/>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      |
| <div><div>Teferi, Time Raveler</div><div><div>1</div><div>W</div><div>U</div></div></div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Teferi, Time Raveler</div><div><div>1</div><div>W</div><div>U</div></div></div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Teferi, Time Raveler</div><div><div>1</div><div>W</div><div>U</div></div></div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thundering Falls</div></div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Wrath of the SkiesⓧⓌⓌ</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Wrath of the SkiesⓧⓌⓌ</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |
| <div><div>Consign to MemoryⓈ</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to MemoryⓈ</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to MemoryⓈ</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disruptor Flute②</div><div>Artifact</div><div>Flash<br/>As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. 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> |

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| <div><div><div>Dress Down</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, draw a card.<br/>Creatures lose all abilities.<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>High Noon</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>High Noon</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kaheera, the Orphanguard</div><div><div>1</div><div>6/W</div><div>6/W</div></div></div><div><div>Legendary Creature -- Cat Beast</div><div>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Vigilance<br/>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</div><div>[sideboard]</div></div><div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                 |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div>1WW</div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Mldyss - 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