Arid Mesa

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Mesa

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin_Dominguez - Unknown format (Contraption Challenge 32) sheet 1/10 - 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.

Desperate Ritual (1)(R)

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Ritual (1)(R)

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Ritual (1)(R)

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Ritual (1)(R)

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elegant Parlor

Land -- Mountain Plains

({T}: Add {R} or {W}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe (UP)

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe (UP)

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe (UP)

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Grapeshot {1}{R}

Sorcery

Grapeshot deals 1 damage to any target.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose {1}{R/G}

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose {1}{R/G}

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose {1}{R/G}

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose {1}{R/G}

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Past in Flames 3R

Sorcery

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.
Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Past in Flames 3R

Sorcery

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.
Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Past in Flames 3R

Sorcery

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.
Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyretic Ritual 1R

Instant

Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyretic Ritual 1R

Instant

Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral, Monsoon Mage 1R

Legendary Creature -- Human Wizard

Instant and sorcery spells you cast cost {1} less to cast.
Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.

1/3

- - - BACK FACE - - -

Ral, Leyline Prodigy

Legendary Planeswalker -- Ral

Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.
[+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast.
[-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral.
[-8]: Exile the top eight cards of your library. You may

L 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin_Dominguez - Unknown format (Contraption Challenge 32) sheet 4/10 - 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.

Ral, Monsoon Mage {1}{R}

Legendary Creature -- Human Wizard

Instant and sorcery spells you cast cost {1} less to cast.
Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.

1/3

- - - BACK FACE - - -

Ral, Leyline Prodigy

Legendary Planeswalker -- Ral

Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.
[+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast.
[-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral.
[-8]: Exile the top eight cards of your library. You may

L 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral, Monsoon Mage {1}{R}

Legendary Creature -- Human Wizard

Instant and sorcery spells you cast cost {1} less to cast.
Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.

1/3

- - - BACK FACE - - -

Ral, Leyline Prodigy

Legendary Planeswalker -- Ral

Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.
[+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast.
[-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral.
[-8]: Exile the top eight cards of your library. You may

L 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral, Monsoon Mage {1}{R}

Legendary Creature -- Human Wizard

Instant and sorcery spells you cast cost {1} less to cast.
Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.

1/3

- - - BACK FACE - - -

Ral, Leyline Prodigy

Legendary Planeswalker -- Ral

Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.
[+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast.
[-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral.
[-8]: Exile the top eight cards of your library. You may

L 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin_Dominguez - Unknown format (Contraption 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.

Rite of Flame (R)

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame (R)

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame (R)

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby Medallion (2)

Artifact

Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby Medallion (2)

Artifact

Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby Medallion (2)

Artifact

Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby Medallion (2)

Artifact

Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Sacred Foundry

Land -- Mountain Plains

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

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

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

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wish {2}{R}

Sorcery

You may play a card you own from outside the game this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wish {2}{R}

Sorcery

You may play a card you own from outside the game this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin_Dominguez - Unknown format (Contraption Challenge 32) sheet 7/10 - 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.

Wrenn's Resolve {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrenn's Resolve {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrenn's Resolve {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrenn's Resolve {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alchemist's Gambit {1}{R}{R}

Sorcery

Cleave {4}{U}{U}{R} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Take an extra turn after this one. During that turn, damage can't be prevented. [At the beginning of that turn's end step, you lose the game.] Exile Alchemist's Gambit.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End {1}{R}{R}

Sorcery

Choose one --
* Brotherhood's End deals 3 damage to each creature and each planeswalker.
* Destroy all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Empty the Warrens {3}{R}

Sorcery

Create two 1/1 red Goblin creature tokens.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapeshot {1}{R}

Sorcery

Grapeshot deals 1 damage to any target.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin_Dominguez - Unknown format (Contraption Challenge 32) sheet 8/10 - 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.

Meltdown {X}{R}

Sorcery

Destroy each artifact with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Past in Flames {3}{R}

Sorcery

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.
Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Static Prison {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).
At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin_Dominguez - Unknown format (Contraption Challenge 32) sheet 9/10 - 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.

Static Prison (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).
At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Static Prison (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).
At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Static Prison (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).
At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin_Dominguez - Unknown format (Contraption Challenge 32) sheet 10/10 - 3 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.