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| <div><div><b>Blast Zone</b></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><p>( {T} ): Add {B} or {R} . )</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><p>( {T} ): Add {B} or {R} . )</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><p>This creature can't block.</p><p>This creature has haste as long as an opponent has 10 or less life.</p><p>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><p>This creature can't block.</p><p>This creature has haste as long as an opponent has 10 or less life.</p><p>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><p>This creature can't block.</p><p>This creature has haste as long as an opponent has 10 or less life.</p><p>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><p>This creature can't block.</p><p>This creature has haste as long as an opponent has 10 or less life.</p><p>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</p></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                     |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cathartic Reunion</b><div>1R</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard two cards. Draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cathartic Reunion</b><div>1R</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard two cards. Draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><b>Cathartic Reunion</b><div>1R</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard two cards. Draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |
| <div><div><b>Cathartic Reunion</b><div>1R</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard two cards. Draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><b>City of Brass</b></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><b>Conflagrate</b><div>XXR</div></div><div>Sorcery</div><div>Conflagrate deals X damage divided as you choose among any number of targets. Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Conflagrate</b><div>XXR</div></div><div>Sorcery</div><div>Conflagrate deals X damage divided as you choose among any number of targets. Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forgotten Cave</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         |

## Forgotten Cave

Land

This land enters tapped.  
{T}: Add {R}.  
Cycling {R} ({R}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forgotten Cave

Land

This land enters tapped.  
{T}: Add {R}.  
Cycling {R} ({R}, Discard this card:  
Draw a card.)

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**Golgari Thug** (1)(B)

1 B

Creature -- Human Warrior

When this creature dies, put target creature card from your graveyard on top of your library.

Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Thug 1 B

① ⑧

Creature -- Human Warrior

When this creature dies, put target creature card from your graveyard on top of your library.  
Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Life from the Loam** (1)(G)

① ②

## Sorcery

Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Life from the Loam** (1)(G)

① ②

## Sorcery

Return up to three target land cards from your graveyard to your hand.  
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Life from the Loam** (1)(G)

① ②

## Sorcery

Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Life from the Loam** (1)(G)

① ② G

Sorcery

Return up to three target land cards from your graveyard to your hand.  
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Merchant of the Vale</b> (2)(R)<br>Creature -- Human Peasant<br>{2}{R}, Discard a card: Draw a card.<br><br><div>2/3</div> <hr/> --- ADVENTURE ---<br><b>Haggle</b> (R)<br>Instant -- Adventure<br>You may discard a card. If you do, draw a card. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Merchant of the Vale</b> (2)(R)<br>Creature -- Human Peasant<br>{2}{R}, Discard a card: Draw a card.<br><br><div>2/3</div> <hr/> --- ADVENTURE ---<br><b>Haggle</b> (R)<br>Instant -- Adventure<br>You may discard a card. If you do, draw a card. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Merchant of the Vale</b> (2)(R)<br>Creature -- Human Peasant<br>{2}{R}, Discard a card: Draw a card.<br><br><div>2/3</div> <hr/> --- ADVENTURE ---<br><b>Haggle</b> (R)<br>Instant -- Adventure<br>You may discard a card. If you do, draw a card. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Merchant of the Vale</b> (2)(R)<br>Creature -- Human Peasant<br>{2}{R}, Discard a card: Draw a card.<br><br><div>2/3</div> <hr/> --- ADVENTURE ---<br><b>Haggle</b> (R)<br>Instant -- Adventure<br>You may discard a card. If you do, draw a card. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                      | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                      | <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                         | <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                         |

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| <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                  | <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                  | <b>Prized Amalgam</b> (1)(U)(B)<br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Prized Amalgam</b> (1)(U)(B)<br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Prized Amalgam</b> (1)(U)(B)<br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Prized Amalgam</b> (1)(U)(B)<br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Shriekhorn</b> (1)<br>Artifact<br>This artifact enters with three charge counters on it.<br>{T}, Remove a charge counter from this artifact: Target player mills two cards.<br>1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     | <b>Shriekhorn</b> (1)<br>Artifact<br>This artifact enters with three charge counters on it.<br>{T}, Remove a charge counter from this artifact: Target player mills two cards.<br>1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     |

①

This artifact enters with three charge counters on it.

{T}, Remove a charge counter from this artifact: Target player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

This artifact enters with three charge counters on it.  
{T}, Remove a charge counter from this artifact: Target player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

**Flying**  
Whenever this creature deals combat damage to a creature, destroy that creature.

**Dredge 5** (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Flying  
Whenever this creature deals combat damage to a creature, destroy that creature.  
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

2 B

Flying  
Whenever this creature deals combat damage to a creature, destroy that creature.  
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

**Flying**  
Whenever this creature deals combat damage to a creature, destroy that creature.

**Dredge 5** (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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

## 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.

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Land

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## 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

## Ancient Grudge

① R

Instant

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Grudge

① R

Instant

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Grudge

①②

Instant

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkblast

**B**

Instant

Target creature gets -1/-1 until end of turn.  
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - cdiegor - Modern (Modern League)

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 8/10 - 8 cards - 2.5 x 3.5 in each



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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Axe (R)</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}.<br/>Lightning Axe deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lightning Axe (R)</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}.<br/>Lightning Axe deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Lightning Axe (R)</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}.<br/>Lightning Axe deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Nature's Claim (G)</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Nature's Claim (G)</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |

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| <div> <div> <b>Nature's Claim</b> <span>Ⓞ</span> </div> <div> Instant </div> <div> Destroy target artifact or enchantment. Its controller gains 4 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Thoughtseize</b> <span>Ⓑ</span> </div> <div> Sorcery </div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Thoughtseize</b> <span>Ⓑ</span> </div> <div> Sorcery </div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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Playtest cards - cdiegor - Modern (Modern League)

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;

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each