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| <div><div><div>Aethermage's Touch</div><div>2WU</div></div><div>Instant</div><div>Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aethermage's Touch</div><div>2WU</div></div><div>Instant</div><div>Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aethermage's Touch</div><div>2WU</div></div><div>Instant</div><div>Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aethermage's Touch</div><div>2WU</div></div><div>Instant</div><div>Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Blast Zone</div></div><div>Land</div><div>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>( {T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>( {T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Castle Garenbrig</div></div><div>Land</div><div>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Castle Garenbrig</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Cavern of Souls</div><div>Land</div><div><p>As this land enters, choose a creature type.</p><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div><p>As this land enters, choose a creature type.</p><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div><p>As this land enters, choose a creature type.</p><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Commit<div>3U</div></div><div>Instant</div><div><p>Put target spell or nonland permanent into its owner's library second from the top.</p></div><div><div>-----<br/>- - - AFTERMATH HALF - - -</div><div><div>Memory<div>4UU</div></div><div>Sorcery</div><div><p>Aftermath (Cast this spell only from your graveyard. Then exile it.)</p><p>Each player shuffles their hand and graveyard into their library, then draws seven cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div>Farseek<div>1G</div></div><div>Sorcery</div><div><p>Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Farseek<div>1G</div></div><div>Sorcery</div><div><p>Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Farseek<div>1G</div></div><div>Sorcery</div><div><p>Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |

① ② G

Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {C}.  
Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {C}.  
Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

[T]: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

[T]: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Gyruda, Doom of Depths</b> (4)(U/B)(U/B)<br>Legendary Creature -- Demon Kraken<br>Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gyruda, Doom of Depths</b> (4)(U/B)(U/B)<br>Legendary Creature -- Demon Kraken<br>Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gyruda, Doom of Depths</b> (4)(U/B)(U/B)<br>Legendary Creature -- Demon Kraken<br>Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                            |
| <b>Jin-Gitaxias, Core Augur</b> (8)(U)(U)<br>Legendary Creature -- Phyrexian Praetor<br>Flash<br>At the beginning of your end step, draw seven cards.<br>Each opponent's maximum hand size is reduced by seven.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                          | <b>Kozilek, Butcher of Truth</b> (18)<br>Legendary Creature -- Eldrazi<br>When you cast this spell, draw four cards.<br>Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)<br>When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br><div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                     | <b>Kozilek, Butcher of Truth</b> (18)<br>Legendary Creature -- Eldrazi<br>When you cast this spell, draw four cards.<br>Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)<br>When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br><div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                     | <b>Kozilek, Butcher of Truth</b> (18)<br>Legendary Creature -- Eldrazi<br>When you cast this spell, draw four cards.<br>Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)<br>When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br><div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - mashmalovsky - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Kozilek, Butcher of Truth <sup>10</sup></div> <div>Legendary Creature -- Eldrazi</div> <div> <p>When you cast this spell, draw four cards.</p> <p>Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)</p> <p>When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Miren, the Moaning Well</div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.</p> <p>{3}, {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                 | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mystic Snake <sup>1</sup><sup>G</sup><sup>U</sup><sup>U</sup></div> <div>Creature -- Snake</div> <div> <p>Flash</p> <p>When this creature enters, counter target spell.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>({T}: Add {W}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             |

8

Your life total can't change. (You can't gain or lose life. You can't pay any amount of life except 0.)

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample  
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample  
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample  
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample  
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

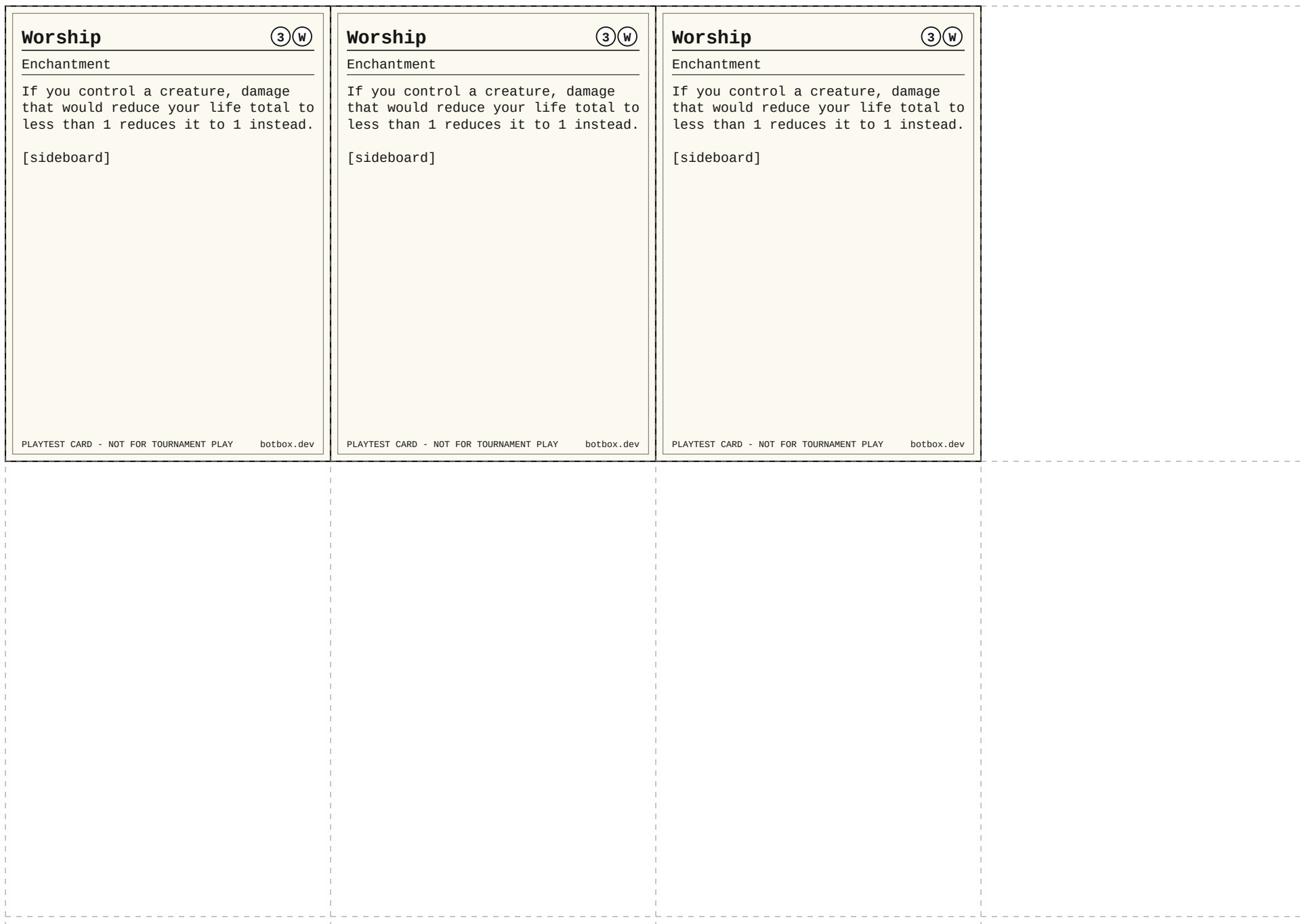
sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Sakura-Tribe Elder</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Snake Shaman         </div> <div>           Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Snow-Covered Forest</b> </div> <div>           Basic Snow Land -- Forest         </div> <div>           ({T}: Add {G}.)         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                 | <div> <b>Snow-Covered Island</b> </div> <div>           Basic Snow Land -- Island         </div> <div>           ({T}: Add {U}.)         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                 | <div> <b>Sylvan Caryatid</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Plant         </div> <div>           Defender, hexproof<br/>           {T}: Add one mana of any color.         </div> <div> <div>0/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>      |
| <div> <b>Sylvan Caryatid</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Plant         </div> <div>           Defender, hexproof<br/>           {T}: Add one mana of any color.         </div> <div> <div>0/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                      | <div> <b>Sylvan Caryatid</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Plant         </div> <div>           Defender, hexproof<br/>           {T}: Add one mana of any color.         </div> <div> <div>0/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sylvan Caryatid</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Plant         </div> <div>           Defender, hexproof<br/>           {T}: Add one mana of any color.         </div> <div> <div>0/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Temple Garden</b> </div> <div>           Land -- Forest Plains         </div> <div>           ({T}: Add {G} or {W}.)<br/>           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           botbox.dev         </div> |

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| <div>Torrential Gearhulk (4)(U)(U)</div> <div>Artifact Creature -- Construct</div> <div>Flash<br/>When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Torrential Gearhulk (4)(U)(U)</div> <div>Artifact Creature -- Construct</div> <div>Flash<br/>When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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 PLAY    botbox.dev</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 PLAY    botbox.dev</div>                                                                                         |
| <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                         | <div>Broken Bond (1)(G)</div> <div>Sorcery</div> <div>Destroy target artifact or enchantment. You may put a land card from your hand onto the battlefield.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                | <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |



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| <b>Damping Sphere</b> ②<br>Artifact<br><p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                       | <b>Damping Sphere</b> ②<br>Artifact<br><p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Engineered Explosives</b> (X)<br>Artifact<br><p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact:<br/>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Engineered Explosives</b> (X)<br>Artifact<br><p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact:<br/>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                         |
| <b>Gyruda, Doom of Depths</b> ④(U/B)(U/B)<br>Legendary Creature -- Demon Kraken<br><p>Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.</p> <p>[sideboard]</p> <div>6/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Suppression Field</b> ①(W)<br>Enchantment<br><p>Activated abilities cost {2} more to activate unless they're mana abilities.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                     | <b>Suppression Field</b> ①(W)<br>Enchantment<br><p>Activated abilities cost {2} more to activate unless they're mana abilities.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                   | <b>Winds of Abandon</b> ①(W)<br>Sorcery<br><p>Exile target creature you don't control. For each creature exiled this way, its controller searches their library for a basic land card. Those players put those cards onto the battlefield tapped, then shuffle.<br/>Overload {4}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |



Playtest cards - mashmalovsky - 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 10/10 - 3 cards - 2.5 x 3.5 in each