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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>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>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>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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Bloodstained Mire</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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> |

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| <div><div><div>Conflagrate</div><div><div>X</div><div>X</div><div>R</div></div></div><div>Sorcery</div><div>Conflagrate deals X damage divided as you choose among any number of targets.<br/>Flashback--{R}{R}, Discard X cards.<br/>(You may cast this card from your graveyard for its flashback cost.<br/>Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Copperline Gorge</div><div></div></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><div>Copperline Gorge</div><div></div></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><div>Creeping Chill</div><div><div>3</div><div>B</div></div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life.<br/>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><div>Creeping Chill</div><div><div>3</div><div>B</div></div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life.<br/>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><div>Creeping Chill</div><div><div>3</div><div>B</div></div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life.<br/>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><div>Creeping Chill</div><div><div>3</div><div>B</div></div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life.<br/>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><div>Forgotten Cave</div><div></div></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>                                                                                                                                                                     |

## Land

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

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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.)

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

|         |
|---------|
| 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      bothbox.dev

## 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 hotbox.dev

## 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 bothox.dev

## 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.)

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Creature -- Human Peasant

$\{2\}R$ , Discard a card: Draw a card.

2/3

Instant -- Adventure

You may discard a card. If you do, draw a card. (Then exile this card. You may cast the creature later from exile.)

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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><br><br><br><br><br><br><br><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><br><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><br><br><br><br><br><br><br><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><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><br><br><br><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><br><br><br><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><br><br><br><br><br><br><br><br><br><div>1/1</div> <hr/> 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><br><br><br><br><br><br><br><br><br><div>1/1</div> <hr/> 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><br><br><br><br><br><br><br><br><br><div>1/1</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ox of Agonas</b> (3)(R)(R)<br>Creature -- Ox<br>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.<br><br><br><br><br><br><br><br><br><br><br><div>4/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Ox of Agonas</b> <span>3R</span> </div> <div>           Creature -- Ox         </div> <div> <p>When this creature enters, discard your hand, then draw three cards. Escape--<span>{R}{R}</span>, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Ox of Agonas</b> <span>3R</span> </div> <div>           Creature -- Ox         </div> <div> <p>When this creature enters, discard your hand, then draw three cards. Escape--<span>{R}{R}</span>, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Prized Amalgam</b> <span>1UB</span> </div> <div>           Creature -- Zombie         </div> <div> <p>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.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Prized Amalgam</b> <span>1UB</span> </div> <div>           Creature -- Zombie         </div> <div> <p>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.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Prized Amalgam</b> <span>1UB</span> </div> <div>           Creature -- Zombie         </div> <div> <p>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.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                     | <div> <b>Prized Amalgam</b> <span>1UB</span> </div> <div>           Creature -- Zombie         </div> <div> <p>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.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                     | <div> <b>Shriekhorn</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>This artifact enters with three charge counters on it. <span>{T}</span>, Remove a charge counter from this artifact: Target player mills two cards.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                        | <div> <b>Shriekhorn</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>This artifact enters with three charge counters on it. <span>{T}</span>, Remove a charge counter from this artifact: Target player mills two cards.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                        |

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

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

**3/1**

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**

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2 B

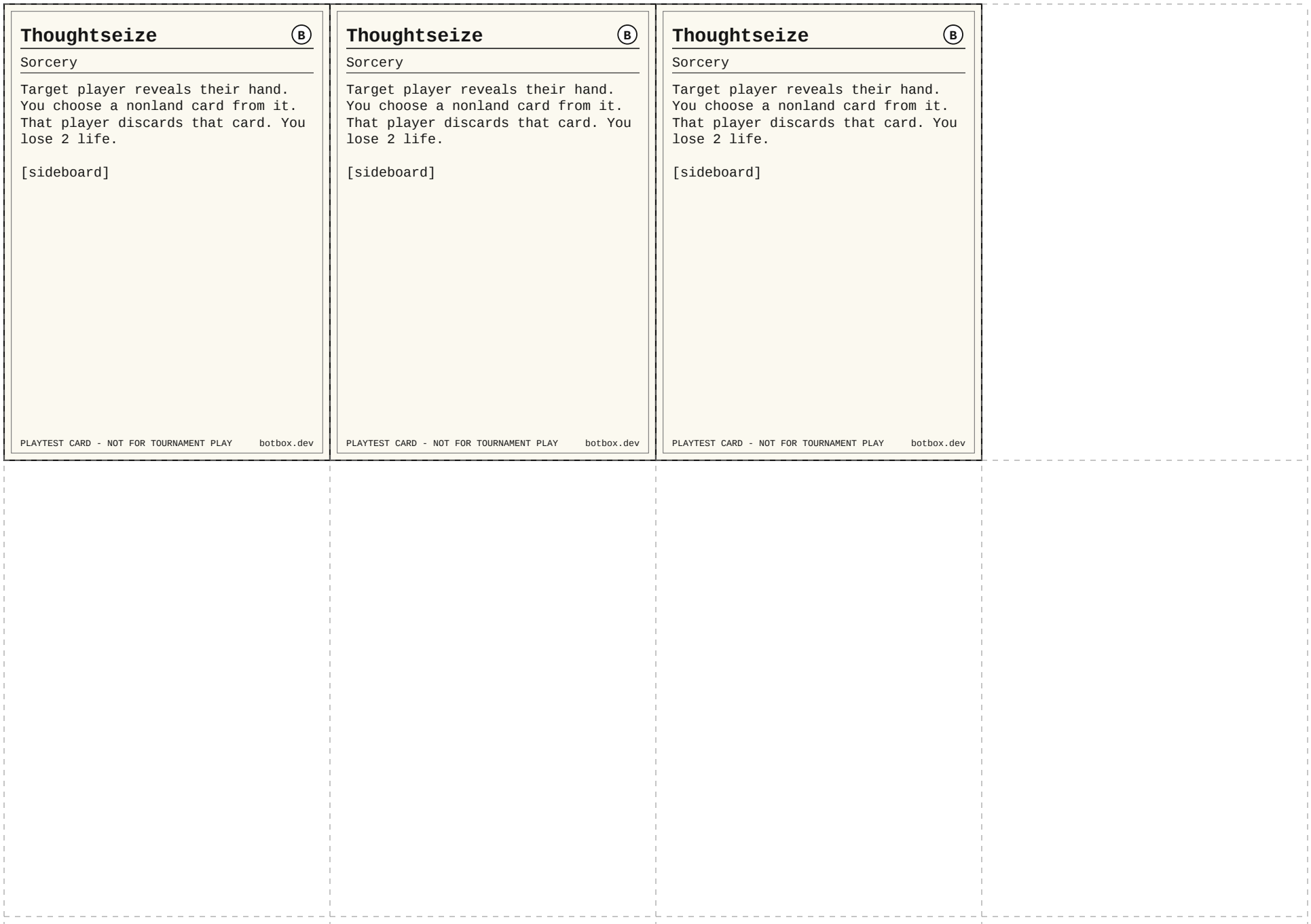
Flying  
Whenever this creature deals combat damage to a creature, destroy that creature.  
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

1/2

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| <div> <div> <b>Stinkweed Imp</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Imp</div> <div> <div>Flying</div> <div>Whenever this creature deals combat damage to a creature, destroy that creature.</div> <div>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.)</div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Stinkweed Imp</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Imp</div> <div> <div>Flying</div> <div>Whenever this creature deals combat damage to a creature, destroy that creature.</div> <div>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.)</div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Stomping Ground</b> </div> <div> <div>Land -- Mountain Forest</div> <div> <div>{T}: Add {R} or {G}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                        | <div> <div> <b>Stomping Ground</b> </div> <div> <div>Land -- Mountain Forest</div> <div> <div>{T}: Add {R} or {G}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                    |
| <div> <div> <b>Ancient Grudge</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target artifact.</div> <div>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                         | <div> <div> <b>Ancient Grudge</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target artifact.</div> <div>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                         | <div> <div> <b>Blast Zone</b> </div> <div> <div>Land</div> <div> <div>This land enters with a charge counter on it.</div> <div>{T}: Add {C}.</div> <div>{X}{X}, {T}: Put X charge counters on this land.</div> <div>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Leyline of the Void</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div> <div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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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>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>                                                     | <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>Pithing Needle (1)</div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



Playtest cards - Easy1dur1 - 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