Eagles of the North {5}{W}

Creature -- Bird Soldier

Flying
When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.
Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eagles of the North {5}{W}

Creature -- Bird Soldier

Flying
When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.
Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eagles of the North {5}{W}

Creature -- Bird Soldier

Flying
When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.
Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elesh Norn, Mother of Machines {4}{W}

Legendary Creature -- Phyrexian Praetor

Vigilance
If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
Permanents entering don't cause abilities of permanents your opponents control to trigger.

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jugador1 - Modern (Modern Challenge 64) 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.

Expedition Map {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, the Great Creator {4}

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.
[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.
[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, the Great Creator {4}

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.
[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.
[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, the Great Creator {4}

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.
[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.
[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jugador1 - Modern (Modern Challenge 64) sheet 2/10 - 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.

Karn, the Great Creator {4}

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.
[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.
[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Otherworldly Light {X}{W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Otherworldly Light {X}{W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Otherworldly Light {X}{W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oust {W}

Sorcery

Put target creature into its owner's library second from the top. Its controller gains 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oust {W}

Sorcery

Put target creature into its owner's library second from the top. Its controller gains 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oust {W}

Sorcery

Put target creature into its owner's library second from the top. Its controller gains 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reprieve {1}{W}

Instant

Return target spell to its owner'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.

Reprieve {1}{W}

Instant

Return target spell to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reprieve {1}{W}

Instant

Return target spell to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reprieve {1}{W}

Instant

Return target spell to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Search for Glory {2}{W}

Snow Sorcery

Search your library for a snow permanent card, a legendary card, or a Saga card, reveal it, put it into your hand, then shuffle. You gain 1 life for each {S} spent to cast this spell. ({S} is mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Search for Glory {2}{W}

Snow Sorcery

Search your library for a snow permanent card, a legendary card, or a Saga card, reveal it, put it into your hand, then shuffle. You gain 1 life for each {S} spent to cast this spell. ({S} is mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

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.

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Progress {2}

Artifact

{T}: Add {C}.
{T}: Add {W} or {U}. This artifact deals 1 damage to you.

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.

The One Ring 4

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The One Ring 4

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The One Ring 4

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The One Ring 4

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, the Spirit Dragon 8

Legendary Planeswalker -- Ugin

[+2]: Ugin deals 3 damage to any target.
[-X]: Exile each permanent with mana value X or less that's one or more colors.
[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulamog, the Ceaseless Hunger 10

Legendary Creature -- Eldrazi

When you cast this spell, exile two target permanents.
Indestructible
Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jugador1 - Modern (Modern Challenge 64) sheet 6/10 - 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.

Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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.

Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Sun's Twilight {X}{W}{W}

Sorcery

You gain X life. Create X 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This token can't block." If X is 5 or more, destroy all other creatures. (Players dealt combat damage by a creature with toxic 1 also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cityscape Leveler {8}

Artifact Creature -- Construct

Trample
When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.
Unearth {8}

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elesh Norn, Grand Cenobite {5}{W}{W}

Legendary Creature -- Phyrexian Praetor

Vigilance
Other creatures you control get +2/+2.
Creatures your opponents control get -2/-2.

[sideboard]

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ensnaring Bridge {3}

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

[sideboard]

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.

Grafdigger's Cage {1}

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liquimetal Coating {2}

Artifact

{T}: Target permanent becomes an artifact in addition to its other types until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Metamorph {3}{UP}

Artifact Creature -- Phyrexian Shapeshifter

({U/P} can be paid with either {U} or 2 life.)
You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portable Hole {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

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.

Sundering Titan 8

Artifact Creature -- Golem

When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.

[sideboard]

7/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Stone Brain 2

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Glyphbridge 3WW

Artifact

When this artifact enters, if you cast it, for each player, choose a creature with power 2 or less that player controls. Then destroy all creatures except creatures chosen this way.
Craft with artifact {3}{W}{W} ({3}{W}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

[sideboard]

- - - BACK FACE - - -

Sandswirl Wanderglyph

Artifact Creature -- Golem

Flying
Whenever an opponent casts a spell during their turn, they can't attack you or planeswalkers you control this turn.
Each opponent who attacked you or a planeswalker you control this turn can't cast spells.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jugador1 - Modern (Modern Challenge 64) 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.