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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Arrogant Wurm</b> (3)(G)(G)<br>Creature -- Wurm<br>Trample<br>Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Arrogant Wurm</b> (3)(G)(G)<br>Creature -- Wurm<br>Trample<br>Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Arrogant Wurm</b> (3)(G)(G)<br>Creature -- Wurm<br>Trample<br>Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Arrogant Wurm</b> (3)(G)(G)<br>Creature -- Wurm<br>Trample<br>Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        |
| <b>Basking Rootwalla</b> (G)<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Basking Rootwalla</b> (G)<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Basking Rootwalla</b> (G)<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Basking Rootwalla</b> (G)<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     |
| <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div><div>Create a 3/3 green Elephant creature token.</div><div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div><div>Create a 3/3 green Elephant creature token.</div><div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div><div>Create a 3/3 green Elephant creature token.</div><div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div><div>Create a 3/3 green Elephant creature token.</div><div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

①

{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

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①

[3], [T]: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

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① ② W

Destroy target artifact or enchantment.

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

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

botbox.dev

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

botbox.dev

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

botbox.dev

3 W W

Flying  
{2}{W}: Choose a color. Creatures you control gain protection from the chosen color until end of turn. Activate only if this card is in your graveyard.

3/3

|                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Glory</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Incarnation</div> <div> <div>Flying</div> <div>{2}{W}: Choose a color. Creatures you control gain protection from the chosen color until end of turn. Activate only if this card is in your graveyard.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Glory</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Incarnation</div> <div> <div>Flying</div> <div>{2}{W}: Choose a color. Creatures you control gain protection from the chosen color until end of turn. Activate only if this card is in your graveyard.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Mishra's Factory</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Mishra's Factory</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Mishra's Factory</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                       | <div> <div>Mishra's Factory</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                       | <div> <div>Patrol Hound</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Dog</div> <div> <div>Discard a card: This creature gains first strike until end of turn.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                               | <div> <div>Patrol Hound</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Dog</div> <div> <div>Discard a card: This creature gains first strike until end of turn.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                               |

Playtest cards - DB\_d00mwake - Unknown format (Contraption 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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Patrol Hound</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Dog</div><div>Discard a card: This creature gains first strike until end of turn.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   |
| <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                           | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Savannah Lions</div><div><div>W</div></div></div><div><div>Creature -- Cat</div><div><div>2/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Savannah Lions</div><div><div>W</div></div></div><div><div>Creature -- Cat</div><div><div>2/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Savannah Lions</div> <div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               | <div> <div>Savannah Lions</div> <div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               | <div> <div>Swords to Plowshares</div> <div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>  | <div> <div>Swords to Plowshares</div> <div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>  |
| <div> <div>Swords to Plowshares</div> <div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Swords to Plowshares</div> <div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tireless Tribe</div> <div> <div> <div>W</div> </div> </div> <div>Creature -- Human Nomad</div> <div>Discard a card: This creature gets +0/+4 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tireless Tribe</div> <div> <div> <div>W</div> </div> </div> <div>Creature -- Human Nomad</div> <div>Discard a card: This creature gets +0/+4 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - DB\_d00mwake - Unknown format (Contraption League)

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

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| <b>Tireless Tribe</b> <span>(W)</span><br>Creature -- Human Nomad<br>Discard a card: This creature gets +0/+4 until end of turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Tireless Tribe</b> <span>(W)</span><br>Creature -- Human Nomad<br>Discard a card: This creature gets +0/+4 until end of turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Wasteland</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                           | <b>Wasteland</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                           |
| <b>Wild Mongrel</b> <span>(1)(6)</span><br>Creature -- Dog<br>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wild Mongrel</b> <span>(1)(6)</span><br>Creature -- Dog<br>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wild Mongrel</b> <span>(1)(6)</span><br>Creature -- Dog<br>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wild Mongrel</b> <span>(1)(6)</span><br>Creature -- Dog<br>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <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 PLAYbotbox.dev</div></div> | <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 PLAYbotbox.dev</div></div>                                                  | <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 PLAYbotbox.dev</div></div>                                                  | <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 PLAYbotbox.dev</div></div> |
| <div><div>Absolute Law1W</div><div>Enchantment</div><div>All creatures have protection from red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Armadillo Cloak1GW</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Armadillo Cloak1GW</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Compost1G</div><div>Enchantment</div><div>Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |



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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Compost</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Crumble</div> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    | <div> <div>Crumble</div> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    | <div> <div>Disenchant</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Destroy target artifact or enchantment. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                |
| <div> <div>Disenchant</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Destroy target artifact or enchantment. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                        | <div> <div>Prismatic Strands</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Prevent all damage that sources of the color of your choice would deal this turn. Flashback--Tap an untapped white creature you control. (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>Prismatic Strands</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Prevent all damage that sources of the color of your choice would deal this turn. Flashback--Tap an untapped white creature you control. (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>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

**G**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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