

①

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{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

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UB

Flying, deathtouch  
When this creature enters, draw a card.

1/1

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| <div> <div>Barrin, Tolarian Archmage (1)(U)(U)</div> <div> <div>Legendary Creature -- Human Wizard</div> <div> <p>When Barrin enters, return up to one other target creature or planeswalker to its owner's hand. At the beginning of your end step, if a permanent was put into your hand from the battlefield this turn, draw a card.</p> </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Boggart Trawler (2)(B)</div> <div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Boggart Bog</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Brainstorm (U)</div> <div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                         | <div> <div>Brainstorm (U)</div> <div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                         |
| <div> <div>Brainstorm (U)</div> <div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                             | <div> <div>Brainstorm (U)</div> <div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                          | <div> <div>Charming Prince (1)(W)</div> <div> <div>Creature -- Human Noble</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Scry 2.</li> <li>* You gain 3 life.</li> <li>* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.</li> </ul> </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Charming Prince (1)(W)</div> <div> <div>Creature -- Human Noble</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Scry 2.</li> <li>* You gain 3 life.</li> <li>* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.</li> </ul> </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Charming Prince</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Noble</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Scry 2.</li> <li>* You gain 3 life.</li> <li>* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.</li> </ul> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ertai Resurrected</div> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Human Wizard</div> <div> <div>Flash</div> <p>When Ertai Resurrected enters, choose up to one --</p> <ul style="list-style-type: none"> <li>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.</li> <li>* Destroy another target creature or planeswalker. Its controller draws a card.</li> </ul> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           |
| <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                   | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                          | <div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |



## Legendary Land

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{T}: Add {w}.
{T}: Return target legendary
creature to its owner's hand.
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Legendary Creature -- Human Soldier

Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

2/2

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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Creature -- Human Wizard

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

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Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

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| <div> <b>Orcish Bowmasters</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Orc Archer         </div> <div>           Flash<br/>           When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                  | <div> <b>Orcish Bowmasters</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Orc Archer         </div> <div>           Flash<br/>           When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Phelia, Exuberant Shepherd</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Dog         </div> <div>           Flash<br/>           Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Phelia, Exuberant Shepherd</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Dog         </div> <div>           Flash<br/>           Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Phelia, Exuberant Shepherd</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Dog         </div> <div>           Flash<br/>           Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Polluted Delta</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                       | <div> <b>Polluted Delta</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                        | <div> <b>Polluted Delta</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                        |

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| <div>Polluted Delta</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                    | <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        | <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                    |
| <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Samwise the Stouthearted 1W</div> <div>Legendary Creature -- Halfling Peasant</div> <div>Flash<br/>When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Scrubland</div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                     | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |
| <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Solitude</div><div>3WW</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitude</div><div>3WW</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Swords to Plowshares (W)</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                     | <div><div>Swords to Plowshares (W)</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                     | <div><div>Swords to Plowshares (W)</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler (1)(W)(U)</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Teferi, Time Raveler (1)(W)(U)</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler (1)(W)(U)</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tundra</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Tundra</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                    |

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| <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Venser, Shaper Savant 2UU</div><div>Legendary Creature -- Human Wizard</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When Venser enters, return target spell or permanent to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     |
| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div>Witch Enchanter 3W</div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                  | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Harbinger of the Seas</b> (1)(U)(U)<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                         | <b>Loran of the Third Path</b> (2)(W)<br>Legendary Creature -- Human Artificer<br>Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | <b>Plague Engineer</b> (2)(B)<br>Creature -- Phyrexian Carrier<br>Deathtouch<br>As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |

**Playtest cards - Carroz - Legacy (Legacy Challenge 64)**

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 11/12 - 8 cards - 2.5 x 3.5 in each

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| <b>Plague Engineer</b> (2)(B)<br>Creature -- Phyrexian Carrier<br><hr/> Deathtouch<br>As this creature enters, choose a creature type.<br>Creatures of the chosen type your opponents control get -1/-1.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                               | <b>Prismatic Ending</b> (X)(W)<br>Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                          | <b>Prismatic Ending</b> (X)(W)<br>Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                                                                                                                                            | <b>Surgical Extraction</b> (BP)<br>Instant<br><hr/> ({B/P} can be paid with either {B} or 2 life.)<br>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> |
| <b>Surgical Extraction</b> (BP)<br>Instant<br><hr/> ({B/P} can be paid with either {B} or 2 life.)<br>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Surgical Extraction</b> (BP)<br>Instant<br><hr/> ({B/P} can be paid with either {B} or 2 life.)<br>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)<br>Legendary Creature -- Bird Serpent<br><hr/> Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>Flying<br>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>4/5</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> |                                                                                                                                                                                                                                                                                                                                                                                                                                                             |