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| <div><div>Absorb</div><div><div>W</div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell. You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Absorb</div><div><div>W</div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell. You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div>Absorb</div><div><div>W</div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell. You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div>Cast Down</div><div><div>1</div><div>B</div></div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   |
| <div><div>Cast Down</div><div><div>1</div><div>B</div></div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Chemister's Insight</div><div><div>3</div><div>U</div></div><div>Instant</div><div>Draw two cards.<br/>Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chemister's Insight</div><div><div>3</div><div>U</div></div><div>Instant</div><div>Draw two cards.<br/>Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chemister's Insight</div><div><div>3</div><div>U</div></div><div>Instant</div><div>Draw two cards.<br/>Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Cry of the Carnarium ①③③

## Sorcery

All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cry of the Carnarium ①(B)(B)

## Sorcery

All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.  
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.  
{T}: Add {U} or {B}.

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## Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.  
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.  
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - Quantumboy - Standard (Standard 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Glacial Fortress</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Glacial Fortress</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |
| <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Hallowed Fountain

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## Hallowed Fountain

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kaya, Orzhov Usurper** (1)(W)(B)

Legendary Planeswalker -- Kaya

[+1]: Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way.

[-1]: Exile target nonland permanent with mana value 1 or less.

[-5]: Kaya deals damage to target player equal to the number of cards that player owns in exile and you gain that much life.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - Quantumboy - Standard (Standard League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Kaya's Wrath</div><div><div>W</div><div>W</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kaya's Wrath</div><div><div>W</div><div>W</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kaya's Wrath</div><div><div>W</div><div>W</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Moment of Craving</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Target creature gets -2/-2 until end of turn. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Moment of Craving</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Target creature gets -2/-2 until end of turn. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Mortify</div><div><div>1</div><div>W</div><div>B</div></div></div><div>Instant</div><div>Destroy target creature or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Mortify</div><div><div>1</div><div>W</div><div>B</div></div></div><div>Instant</div><div>Destroy target creature or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Mortify</div><div><div>1</div><div>W</div><div>B</div></div></div><div>Instant</div><div>Destroy target creature or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |

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| <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target noncreature spell.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target noncreature spell.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                         | <div> <div>Search for Azcanta</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <div>At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.)</div> <div> <div>----- BACK FACE -----</div> <div>Azcanta, the Sunken Ruin</div> <div> <div>Legendary Land</div> <div> <div>(Transforms from Search for Azcanta.)</div> <div>{T}: Add {U}.</div> <div>{2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Search for Azcanta</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <div>At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.)</div> <div> <div>----- BACK FACE -----</div> <div>Azcanta, the Sunken Ruin</div> <div> <div>Legendary Land</div> <div> <div>(Transforms from Search for Azcanta.)</div> <div>{T}: Add {U}.</div> <div>{2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |
| <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                              | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> <div> <div>L</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> <div> <div>L</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> <div> <div>L</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                             |

Playtest cards - Quantumboy - Standard (Standard 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Teferi, Hero of Dominaria</div><div>3WU</div></div><div>Legendary Planeswalker -- Teferi</div><div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.<br/>[-3]: Put target nonland permanent into its owner's library third from the top.<br/>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thought Erasure</div><div>UB</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thought Erasure</div><div>UB</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thought Erasure</div><div>UB</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Thought Erasure</div><div>UB</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Vraska's Contempt</div><div>2BB</div></div><div>Instant</div><div>Exile target creature or planeswalker. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Vraska's Contempt</div><div>2BB</div></div><div>Instant</div><div>Exile target creature or planeswalker. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Vraska's Contempt</div><div>2BB</div></div><div>Instant</div><div>Exile target creature or planeswalker. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    |
| <div><div>Basilica Bell-Haunt W W B B</div><div>Creature -- Spirit</div><div>When this creature enters, each opponent discards a card and you gain 3 life.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basilica Bell-Haunt W W B B</div><div>Creature -- Spirit</div><div>When this creature enters, each opponent discards a card and you gain 3 life.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basilica Bell-Haunt W W B B</div><div>Creature -- Spirit</div><div>When this creature enters, each opponent discards a card and you gain 3 life.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cry of the Carnarium 1 B B</div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <b>Duress</b> <span>(B)</span><br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                          | <b>Duress</b> <span>(B)</span><br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                               | <b>Duress</b> <span>(B)</span><br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                  | <b>Hostage Taker</b> <span>(2)(U)(B)</span><br>Creature -- Human Pirate<br>When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.<br><br>[sideboard] <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          |
| <b>Hostage Taker</b> <span>(2)(U)(B)</span><br>Creature -- Human Pirate<br>When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.<br><br>[sideboard] <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Lyra Dawnbringer</b> <span>(3)(W)(W)</span><br>Legendary Creature -- Angel<br>Flying<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>Other Angels you control get +1/+1 and have lifelink.<br><br>[sideboard] <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>The Eldest Reborn</b> <span>(4)(B)</span><br>Enchantment -- Saga<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Each opponent sacrifices a creature or planeswalker of their choice.<br>II -- Each opponent discards a card.<br>III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thief of Sanity</b> <span>(1)(U)(B)</span><br>Creature -- Specter<br>Flying<br>Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Thief of Sanity</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Specter</div> <div> <div>Flying</div> <div>Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Thief of Sanity</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Specter</div> <div> <div>Flying</div> <div>Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Unmoored Ego</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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Playtest cards - Quantumboy - Standard (Standard 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