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| <div><b>Arid Mesa</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>        | <div><b>Arid Mesa</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                              | <div><b>Arid Mesa</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                              | <div><b>Bloodstained Mire</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                       |
| <div><b>Bloodstained Mire</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Cori-Steel Cutter</b> (1)(R)</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Cori-Steel Cutter</b> (1)(R)</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Cori-Steel Cutter</b> (1)(R)</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <p><b>Cori-Steel Cutter</b> (1)(R)</p> <p>Artifact -- Equipment</p> <p>Equipped creature gets +1/+1 and has trample and haste.<br/>           Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>           Equip {1}{R}</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>           Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>           Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>           Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Dragon's Rage Channeler</b> (R)</p> <p>Creature -- Human Shaman</p> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>           Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>               | <p><b>Expressive Iteration</b> (U)(R)</p> <p>Sorcery</p> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                          | <p><b>Expressive Iteration</b> (U)(R)</p> <p>Sorcery</p> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                          | <p><b>Expressive Iteration</b> (U)(R)</p> <p>Sorcery</p> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                          |

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| <div><div><div>Expressive Iteration</div><div>U</div><div>R</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fiery Islet</div></div><div>Land</div><div>{T}, Pay 1 life: Add {U} or {R}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Fiery Islet</div></div><div>Land</div><div>{T}, Pay 1 life: Add {U} or {R}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    |

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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

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.

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| <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>(<b>{T}</b>): Add <b>{R}</b>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>(<b>{T}</b>): Add <b>{R}</b>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div>Mutagenic Growth</div> <div>Ⓜ</div> <div>Instant</div> <div>(<b>{G/P}</b>) can be paid with either <b>{G}</b> or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Mutagenic Growth</div> <div>Ⓜ</div> <div>Instant</div> <div>(<b>{G/P}</b>) can be paid with either <b>{G}</b> or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Mutagenic Growth</div> <div>Ⓜ</div> <div>Instant</div> <div>(<b>{G/P}</b>) can be paid with either <b>{G}</b> or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                              |
| <div> <div>Sacred Foundry</div> </div> <div>Land -- Mountain Plains</div> <div> <p>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                 | <div> <div>Scalding Tarn</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Scalding Tarn</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Slickshot Show-Off</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>1/2</div> </div> |

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| <div> <b>Slickshot Show-Off</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Bird Wizard         </div> <div>           Flying, haste<br/>           Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>           Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Slickshot Show-Off</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Bird Wizard         </div> <div>           Flying, haste<br/>           Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>           Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Slickshot Show-Off</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Bird Wizard         </div> <div>           Flying, haste<br/>           Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>           Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Steam Vents</b> </div> <div>           Land -- Island Mountain         </div> <div>           ({T}: Add {U} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                |
| <div> <b>Steam Vents</b> </div> <div>           Land -- Island Mountain         </div> <div>           ({T}: Add {U} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                           | <div> <b>Steam Vents</b> </div> <div>           Land -- Island Mountain         </div> <div>           ({T}: Add {U} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                           | <div> <b>Thundering Falls</b> </div> <div>           Land -- Island Mountain         </div> <div>           ({T}: Add {U} or {R}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                         | <div> <b>Unholy Heat</b> <div>R</div> </div> <div>           Instant         </div> <div>           Unholy Heat deals 2 damage to target creature or planeswalker.<br/>           Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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Target creature gets +1/+0 and gains first strike until end of turn.

Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.

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Target creature gets +1/+0 and gains first strike until end of turn.

Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.

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

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

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U

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sideboard]

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Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

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Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability on colorless spell.

[sideboard]

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| <div> <div> <b>Murktide Regent</b> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Flying</p> <p>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</p> <p>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <div> <div>3/3</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Murktide Regent</b> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Flying</p> <p>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</p> <p>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <div> <div>3/3</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Spell Pierce</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                        | <div> <div> <b>Spell Pierce</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                        |
| <div> <div> <b>Surgical Extraction</b> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                           | <div> <div> <b>Surgical Extraction</b> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                           | <div> <div> <b>Unholy Heat</b> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker.</p> <p>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Unholy Heat</b> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker.</p> <p>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Unholy Heat</div><div><div>R</div></div></div> <div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div></div> | <div><div>Wear</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div></div> <div><div>RIGHT HALF</div></div> <div><div>Tear</div><div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div></div> | <div><div>Wear</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div></div> <div><div>RIGHT HALF</div></div> <div><div>Tear</div><div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div></div> |
| <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                 | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                |

Playtest cards - kyrre2013 - Modern (Modern League)

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

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

sheet 10/10 - 3 cards - 2.5 x 3.5 in each