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| <div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |
| <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                     | <div><div>Boggart Trawler ②B</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                  | <div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Chord of Calling XGGG</div><div>Instant</div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div><div>Endurance</div><div>1GG</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Grist, the Hunger Tide</div><div>1BG</div></div><div>Legendary Planeswalker -- Grist</div><div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Grist, the Hunger Tide</div><div>1BG</div></div><div>Legendary Planeswalker -- Grist</div><div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grist, the Hunger Tide</div><div>1BG</div></div><div>Legendary Planeswalker -- Grist</div><div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grist, the Hunger Tide</div><div>1BG</div></div><div>Legendary Planeswalker -- Grist</div><div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hapatra, Vizier of Poisons</div><div>BG</div></div><div>Legendary Creature -- Human Cleric</div><div>Whenever Hapatra deals combat damage to a player, you may put a -1/-1 counter on target creature.<br/>Whenever you put one or more -1/-1 counters on a creature, create a 1/1 green Snake creature token with deathtouch.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |

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| <div> <div> <b>Haywire Mite</b> <div>1</div> </div> <div>           Artifact Creature -- Insect         </div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Malevolent Rumble</b> <div>1G</div> </div> <div>           Sorcery         </div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Malevolent Rumble</b> <div>1G</div> </div> <div>           Sorcery         </div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Malevolent Rumble</b> <div>1G</div> </div> <div>           Sorcery         </div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <div> <b>Misty Rainforest</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                            | <div> <div> <b>Orcish Bowmasters</b> <div>1B</div> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>              | <div> <div> <b>Orcish Bowmasters</b> <div>1B</div> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>              | <div> <div> <b>Orcish Bowmasters</b> <div>1B</div> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>              |

## Overgrown Tomb

Land -- Swamp Forest

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

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## Overgrown Tomb

Land -- Swamp Forest

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

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## Pende lhaven

Legendary Land

{T}: Add {G}.  
{T}: Target 1/1 creature gets +1/+2 until end of turn.

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## Phyrexian Tower

Legendary Land

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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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## Shifting Woodland

Land

This land enters tapped unless you control a Forest.  
{T}: Add {G}.  
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shifting Woodland

Land

This land enters tapped unless you control a Forest.  
{T}: Add {G}.  
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

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## Swamp

Basic Land -- Swamp

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

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**Sylvan Safekeeper** 

**Sylvan Safekeeper** 

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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## Twilight Mire

Land

{T}: Add {C}.  
 {B/G}, {T}: Add {B}{B}, {B}{G}, or  
 {G}{G}.

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## Underground Mortuary

Land - - Swamp Forest

({{T}}: Add {B} or {G}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

Land

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

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## Walking Ballista

⊗ ⊗

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.  
{4}: Put a +1/+1 counter on this creature.  
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

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## Wall of Roots

① ⑥

Creature -- Plant Wall

Defender  
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

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| <b>Wall of Roots</b> ①⑥<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                          | <b>Wall of Roots</b> ①⑥<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                          | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br>2/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                 | <b>Yawgmoth, Thran Physician</b> ②③③<br>Legendary Creature -- Human Cleric<br>Protection from Humans<br>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br>2/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Yawgmoth, Thran Physician</b> ②③③<br>Legendary Creature -- Human Cleric<br>Protection from Humans<br>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br>2/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Yawgmoth, Thran Physician</b> ②③③<br>Legendary Creature -- Human Cleric<br>Protection from Humans<br>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br>2/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Yawgmoth, Thran Physician</b> ②③③<br>Legendary Creature -- Human Cleric<br>Protection from Humans<br>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br>2/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Young Wolf</b> ⑥<br>Creature -- Wolf<br>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                    |

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| <div> <div> <b>Young Wolf</b> <span>(G)</span> </div> <div>           Creature -- Wolf         </div> <div>           Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Young Wolf</b> <span>(G)</span> </div> <div>           Creature -- Wolf         </div> <div>           Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Young Wolf</b> <span>(G)</span> </div> <div>           Creature -- Wolf         </div> <div>           Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                      | <div> <div> <b>Zulaport Cutthroat</b> <span>(1)(B)</span> </div> <div>           Creature -- Human Rogue Ally         </div> <div>           Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                           |
| <div> <div> <b>Crime</b> <span>(3)(W)(B)</span> </div> <div>           Sorcery         </div> <div>           Put target creature or enchantment card from an opponent's graveyard onto the battlefield under your control.         </div> <div>           [sideboard]         </div> <div> <div>           -----           <div>             - - - RIGHT HALF - - -           </div> </div> </div> <div> <div> <b>Punishment</b> <span>(X)(B)(G)</span> </div> <div>           Sorcery         </div> <div>           Destroy each artifact, creature, and enchantment with mana value X.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> | <div> <div> <b>Culling Ritual</b> <span>(2)(B)(G)</span> </div> <div>           Sorcery         </div> <div>           Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>             | <div> <div> <b>Damping Sphere</b> <span>(2)</span> </div> <div>           Artifact         </div> <div>           If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Damping Sphere</b> <span>(2)</span> </div> <div>           Artifact         </div> <div>           If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

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| <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                             | <div> <div>Fulminator Mage</div> <div> <div>1</div> <div>B/R</div> <div>B/R</div> </div> </div> <div> <div>Creature -- Elemental Shaman</div> <div>Sacrifice this creature: Destroy target nonbasic land.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               | <div> <div>Fulminator Mage</div> <div> <div>1</div> <div>B/R</div> <div>B/R</div> </div> </div> <div> <div>Creature -- Elemental Shaman</div> <div>Sacrifice this creature: Destroy target nonbasic land.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               | <div> <div>Soulless Jailer</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                    |

Playtest cards - -Nausea- - Modern (Modern Challenge 32)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Thoughtseize</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>G</div> </div> <div>Instant</div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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