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| <div>Cling to Dust</div> <div>(B)</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                            | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                            | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                            |
| <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                       | <div>Emperor of Bones</div> <div>(1)(B)</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emperor of Bones</div> <div>(1)(B)</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emperor of Bones</div> <div>(1)(B)</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Selfeisek - Modern (Modern 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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Emperor of Bones</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Skeleton Noble</div><div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</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.<br/>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> <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.<br/>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> <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.<br/>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> <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.<br/>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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Field of Ruin</div><div><div>B</div></div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Graveyard Trespasser</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>3/3</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Ifnir Deadlands</div><div><div>B</div></div></div> <div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {B}.<br/>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |

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| <div><div><div>Ifnir Deadlands</div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {B}.</div><div>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls.</div><div>Activate only as a sorcery.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ifnir Deadlands</div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {B}.</div><div>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls.</div><div>Activate only as a sorcery.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                              | <div><div><div>Ifnir Deadlands</div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {B}.</div><div>{2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls.</div><div>Activate only as a sorcery.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                              | <div><div><div>Inquisition of Kozilek</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                           |
| <div><div><div>Inquisition of Kozilek</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Kozilek's Command</div><div>Kindred Instant -- Eldrazi</div><div><div>Choose two --</div><div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div><div>* Target player scries X, then draws a card.</div><div>* Exile target creature with mana value X or less.</div><div>* Exile up to X target cards from graveyards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kozilek's Command</div><div>Kindred Instant -- Eldrazi</div><div><div>Choose two --</div><div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div><div>* Target player scries X, then draws a card.</div><div>* Exile target creature with mana value X or less.</div><div>* Exile up to X target cards from graveyards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kozilek's Command</div><div>Kindred Instant -- Eldrazi</div><div><div>Choose two --</div><div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div><div>* Target player scries X, then draws a card.</div><div>* Exile target creature with mana value X or less.</div><div>* Exile up to X target cards from graveyards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Kozilek's Command</div> <div> <div>X</div> <div>C</div> <div>C</div> </div> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div> <p>{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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                             | <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div> <p>{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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                             | <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div> <p>{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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                             |
| <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div> <p>{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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                             | <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Nethergoyf</b> <span>(B)</span> </div> <div>           Creature -- Lhurgoyf         </div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</p> <p>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Nihil Spellbomb</b> <span>(1)</span> </div> <div>           Artifact         </div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Orcish Bowmasters</b> <span>(1)(B)</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Orcish Bowmasters</b> <span>(1)(B)</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Orcish Bowmasters</b> <span>(1)(B)</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                             | <div> <b>Prismatic Vista</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                          | <div> <b>Prismatic Vista</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                        | <div> <b>Prismatic Vista</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                        |

## Prismatic Vista

Land

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

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## Shadowspear

①

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.  
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.  
Equip {2}

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thought-Knot Seer

3C

Creature -- Eldrazi

(**{C}** represents colorless mana.)  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.  
When this creature leaves the battlefield, target opponent draws a card.

4/4

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| <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   | <div>Urborg, Tomb of Yawgmoth</div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       |

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                         |
| <div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Damping Sphere</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.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Damping Sphere</div><div>2</div></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.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>2</div></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.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>2</div></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.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dreams of Steel and Oil</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Shoot the Sheriff</div><div>1B</div></div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |

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| <div> <div> <b>Toxic Deluge</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life.<br/> All creatures get -X/-X until end of turn. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Toxic Deluge</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life.<br/> All creatures get -X/-X until end of turn. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Wasteland Strangler</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Eldrazi Processor</div> <div> Devoid (This card has no color.)<br/> When this creature enters, you may put a card an opponent owns from exile into that player's graveyard.<br/> If you do, target creature gets -3/-3 until end of turn. </div> <div>[sideboard]</div> </div> <div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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