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| <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Blood Artist ①B</div><div>Creature -- Vampire</div><div><p>Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.</p></div><div><div>0/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                 |
| <div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                                     | <div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                                     | <div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                                     | <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div> <b>Boseiju, Who Endures</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {G}.</p> <p>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.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <p>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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <p>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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <p>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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                              | <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                      | <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                      | <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                      |

## Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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## Endurance

①GG

Creature -- Elemental Incarnation

Flash  
Reach  
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.

3/4

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## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

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## Green Sun's Zenith

**(X) (G)**

## Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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## Green Sun's Zenith

**(X) (G)**

## Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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| <b>Grist, the Hunger Tide</b> ①③⑥<br>Legendary Planeswalker -- Grist<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Grist, the Hunger Tide</b> ①③⑥<br>Legendary Planeswalker -- Grist<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Grist, the Hunger Tide</b> ①③⑥<br>Legendary Planeswalker -- Grist<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hapatra, Vizier of Poisons</b> ③⑥<br>Legendary Creature -- Human Cleric<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>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}."<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                           | <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>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}."<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                           | <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>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}."<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                           | <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>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}."<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                              |

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

① ②

Creature -- Orc Archer

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

1/1

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## Orcish Bowmasters

① ②

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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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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## Prosperous Innkeeper

① ⑥

Creature -- Halfling Citizen

```
When this creature enters, create a
Treasure token. (It's an artifact
with "{T}", Sacrifice this token: Add
one mana of any color.")
Whenever another creature you
control enters, you gain 1 life.
```

1/1

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## Scavenging Ooze

① ⑥

Creature - - 0oze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

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| <div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div><p>{T}: Add {B} or {G}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div><p>{T}: Add {B} or {G}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Verdant Catacombs</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Verdant Catacombs</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |

## 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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⊗ ⊗

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

Creature -- Plant Wall

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

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

Creature -- Plant Wall

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

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

Creature -- Plant Wall

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

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Legendary Creature -- Human Cleric

Protection from Humans  
Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.  
{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

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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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Yawgmoth, Thran Physician</b> (2)(B)(B)<br><hr/> Legendary Creature -- Human Cleric<br><hr/> 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><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Young Wolf</b> (G)<br><hr/> Creature -- Wolf<br><hr/> 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><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                         | <b>Young Wolf</b> (G)<br><hr/> Creature -- Wolf<br><hr/> 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><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      | <b>Young Wolf</b> (G)<br><hr/> Creature -- Wolf<br><hr/> 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><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                               |
| <b>Abrupt Decay</b> (B)(G)<br><hr/> Instant<br><hr/> This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.<br>[sideboard]<br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                           | <b>Damping Sphere</b> (2)<br><hr/> Artifact<br><hr/> 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.<br>[sideboard]<br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Endurance</b> (1)(G)(G)<br><hr/> Creature -- Elemental Incarnation<br><hr/> 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. Evoke--Exile a green card from your hand.<br>[sideboard]<br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Fatal Push</b> (B)<br><hr/> Instant<br><hr/> Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br>[sideboard]<br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

# Playtest cards - boytriton - 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 8/10 - 8 cards - 2.5 x 3.5 in each

**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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**(B)**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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2GG

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.

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① B/R B/R

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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② ⑥

When this creature enters, you may destroy target artifact or enchantment.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Permanent cards in graveyards can't enter the battlefield.  
Players can't cast noncreature spells from graveyards or exile.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                           |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Soulless Jailer</div> <div>2</div> </div> <div> <div>Artifact Creature -- Phyrexian Golem</div> <div>           Permanent cards in graveyards can't enter the battlefield.<br/>           Players can't cast noncreature spells from graveyards or exile.         </div> <div>[sideboard]</div> <div>0/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <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>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <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>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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Playtest cards - boytriton - 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