

Altar of Dementia 2 Artifact Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Altar of Dementia 2 Artifact Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Altar of Dementia 2 Artifact Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Altar of Dementia 2 Artifact Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Avacyn's Pilgrim 6 Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avacyn's Pilgrim 6 Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blasting Station 3 Artifact {T}, Sacrifice a creature: This artifact deals 1 damage to any target. Whenever a creature enters, you may untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blasting Station 3 Artifact {T}, Sacrifice a creature: This artifact deals 1 damage to any target. Whenever a creature enters, you may untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Whenever a creature enters, you may untap this artifact.

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Whenever a creature enters, you may untap this artifact.

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{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.

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Heroic Intervention ①⑥ Instant Permanents you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heroic Intervention ①⑥ Instant Permanents you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Finks ①⑥/W⑥/W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (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.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Finks ①⑥/W⑥/W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (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.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Lesser Masticore 2 Artifact Creature -- Masticore As an additional cost to cast this spell, discard a card. {4}: This creature deals 1 damage to target creature. Persist (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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lesser Masticore 2 Artifact Creature -- Masticore As an additional cost to cast this spell, discard a card. {4}: This creature deals 1 damage to target creature. Persist (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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Melira, Sylvok Outcast 16 Legendary Creature -- Human Scout You can't get poison counters. Creatures you control can't have -1/-1 counters put on them. Creatures your opponents control lose infect. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Melira, Sylvok Outcast 16 Legendary Creature -- Human Scout You can't get poison counters. Creatures you control can't have -1/-1 counters put on them. Creatures your opponents control lose infect. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Melira, Sylvok Outcast 16 Legendary Creature -- Human Scout You can't get poison counters. Creatures you control can't have -1/-1 counters put on them. Creatures your opponents control lose infect. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Melira, Sylvok Outcast 16 Legendary Creature -- Human Scout You can't get poison counters. Creatures you control can't have -1/-1 counters put on them. Creatures your opponents control lose infect. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hellspawn - Modern (Pachanga Tournament 2025 Modern)

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

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

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

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rebuff the Wicked Instant Counter target spell that targets a permanent you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rebuff the Wicked Instant Counter target spell that targets a permanent you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rebuff the Wicked Instant Counter target spell that targets a permanent you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Safehold Elite Creature -- Elf Scout Persist (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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Safehold Elite Creature -- Elf Scout Persist (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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Solemnity 2 W Enchantment Players can't get counters. Counters can't be put on artifacts, creatures, enchantments, or lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Remedies 1 W Creature -- Human Cleric If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Remedies 1 W Creature -- Human Cleric If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Remedies 1 W Creature -- Human Cleric If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vizier of Remedies 1 W Creature -- Human Cleric If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel's Grace W Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel's Grace W Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel's Grace W Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return to Nature

16

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile target card from a graveyard.

[sideboard]

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