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| <div><div><div>Blazing Rootwalla</div><div>Ⓡ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blazing Rootwalla</div><div>Ⓡ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blazing Rootwalla</div><div>Ⓡ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blazing Rootwalla</div><div>Ⓡ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Blood Crypt</div></div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><div>Blood Crypt</div></div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |

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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               | <div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               |
| <div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><b>Detective's Phoenix</b><div>2R</div></div><div>Enchantment Creature -- Phoenix</div><div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Detective's Phoenix</b><div>2R</div></div><div>Enchantment Creature -- Phoenix</div><div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      | <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    |
| <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                   | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Marauding Mako</b> (R)<br>Creature -- Shark Pirate<br>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Marauding Mako</b> <span>(R)</span><br>Creature -- Shark Pirate<br>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                   | <b>Marauding Mako</b> <span>(R)</span><br>Creature -- Shark Pirate<br>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                   | <b>Marauding Mako</b> <span>(R)</span><br>Creature -- Shark Pirate<br>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                   | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                        |
| <b>Psychic Frog</b> <span>(U)(B)</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Psychic Frog</b> <span>(U)(B)</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Psychic Frog</b> <span>(U)(B)</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Psychic Frog</b> <span>(U)(B)</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Raucous Theater</div> <div> <div>Land -- Swamp Mountain</div> <div> ({T}: Add {B} or {R}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Scalding Tarn</div> <div> <div>Land</div> <div> ({T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                  | <div> <div>Scalding Tarn</div> <div> <div>Land</div> <div> ({T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                  | <div> <div>Steam Vents</div> <div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                  | <div> <div>Steam Vents</div> <div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       |

## Stomping Ground

Land -- Mountain Forest

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

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

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## Street Wraith

3 B B

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vengevine

2GG

Creature -- Elemental

**Haste**  
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vengevine

2GG

Creature -- Elemental

Haste  
Whenever you cast a spell, if it's  
the second creature spell you cast  
this turn, you may return this card  
from your graveyard to the  
battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ZooM4DC - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br><hr/> Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                               | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br><hr/> Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                               | <b>Wooded Foothills</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                         | <b>Wooded Foothills</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                         |
| <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Nature's Claim</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Nature's Claim</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Obsidian Charmaw</div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Obsidian Charmaw</div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Pick Your Poison</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pick Your Poison</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    | <div><div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    |

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| <div> <div>Pyroclasm</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div> <div>G</div> </div> </div> <div>Instant</div> <div>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.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div> <div>G</div> </div> </div> <div>Instant</div> <div>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.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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