

Astral Slide 2 W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Astral Slide 2 W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Astral Slide 2 W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Astral Slide 2 W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cartographer 2 G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartographer 2 G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartographer 2 G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartographer 2 G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice (X)(X)(2)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decree of Justice (X)(X)(2)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decree of Justice (X)(X)(2)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Tutor (W) Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eternal Dragon (5)(W)(W) Creature -- Dragon Spirit Flying {3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Dragon (5)(W)(W) Creature -- Dragon Spirit Flying {3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Dragon (5)(W)(W) Creature -- Dragon Spirit Flying {3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Living Wish16 Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish16 Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish16 Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish16 Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nantuko Monastery Land {T}: Add {C}. Threshold -- {G}{W}: This land becomes a 4/4 green and white Insect Monk creature with first strike until end of turn. It's still a land. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renewed Faith2W Instant You gain 6 life. Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.) When you cycle this card, you may gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renewed Faith2W Instant You gain 6 life. Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.) When you cycle this card, you may gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renewed Faith2W Instant You gain 6 life. Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.) When you cycle this card, you may gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rune of Protection: Red1W Enchantment {W}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

② ① ②

Sorcery

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Destroy all creatures. They can't be
regenerated.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Sorcery

Destroy all creatures. They can't be regenerated.

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② W W

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W

Creature -- Human Wizard

When this creature enters, you may return target enchantment card from your graveyard to your hand.

[sideboard]

2/2

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④ ⑤ ⑥

Creature -- Angel

Flying
Whenever this creature deals damage,
you gain that much life.
Morph {2}{W}{W} (You may cast this
card face down as a 2/2 creature for
{3}. Turn it face up any time for
its morph cost.)

[sidebar]

4/5

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3 W W

Creature -- Angel Spirit

Flying, protection from black
Echo {3}{W}{W} (At the beginning of
your upkeep, if this came under your
control since the beginning of your
last upkeep, sacrifice it unless you
pay its echo cost.)
When this creature enters, return
target creature card from your
graveyard to the battlefield.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Monk Cleric

When this creature enters, destroy target enchantment.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Enforcer 2 G W Creature -- Human Nomad Mystic Protection from black Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Ground 1 W Enchantment Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seedtime 1 G Instant Cast this spell only during your turn. Take an extra turn after this one if an opponent cast a blue spell this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seedtime 1 G Instant Cast this spell only during your turn. Take an extra turn after this one if an opponent cast a blue spell this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Teroh's Faithful 3 W Creature -- Human Cleric When this creature enters, you gain 4 life. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Max_o_Mago - Modern (Copa Pré-Modern Bil Dungeon)

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

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

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

Uktabi Orangutan 2 6 Creature -- Ape When this creature enters, destroy target artifact. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmth 1 W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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