

Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainsaw 1R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainsaw 1R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Kaulz - Modern (5. Modern Proxy-Turnier Greifswald) sheet 2/10 - 8 cards - 2.5 x 3.5 in each
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.

Flare of Duplication ①②③ Instant You may sacrifice a nontoken red creature rather than pay this spell's mana cost. Copy target instant or sorcery spell. You may choose new targets for the copy. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartlash Cinder ①② Creature -- Elemental Warrior Haste Chroma -- When this creature enters, it gets +X/+0 until end of turn, where X is the number of red mana symbols in the mana costs of permanents you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartlash Cinder ①② Creature -- Elemental Warrior Haste Chroma -- When this creature enters, it gets +X/+0 until end of turn, where X is the number of red mana symbols in the mana costs of permanents you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insolent Neonate ② Creature -- Vampire Menace (This creature can't be blocked except by two or more creatures.) Discard a card, Sacrifice this creature: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Insolent Neonate ② Creature -- Vampire Menace (This creature can't be blocked except by two or more creatures.) Discard a card, Sacrifice this creature: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insolent Neonate ② Creature -- Vampire Menace (This creature can't be blocked except by two or more creatures.) Discard a card, Sacrifice this creature: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insolent Neonate ② Creature -- Vampire Menace (This creature can't be blocked except by two or more creatures.) Discard a card, Sacrifice this creature: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion's Initiative ②③ Enchantment Red creatures you control get +1/+0. White creatures you control get +0/+1. {R}{W}, Exile this enchantment: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legion's Initiative (R)(W) Enchantment Red creatures you control get +1/+0. White creatures you control get +0/+1. {R}{W}, Exile this enchantment: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion's Initiative (R)(W) Enchantment Red creatures you control get +1/+0. White creatures you control get +0/+1. {R}{W}, Exile this enchantment: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Punishment (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Players can't gain life. Damage can't be prevented. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Resonance (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mogg Mob R R R Creature -- Goblin Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg Mob R R R Creature -- Goblin Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oliphaunt (5)(R) Creature -- Elephant Trample Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn. Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.) 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oliphaunt (5)(R) Creature -- Elephant Trample Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn. Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.) 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raubahn, Bull of Ala Mhigo (1)(R) Legendary Creature -- Human Warrior Ward--Pay life equal to Raubahn's power. Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raubahn, Bull of Ala Mhigo (1)(R) Legendary Creature -- Human Warrior Ward--Pay life equal to Raubahn's power. Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Raubahn, Bull of Ala Mhigo (1)(R) Legendary Creature -- Human Warrior Ward--Pay life equal to Raubahn's power. Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorkin Needlehead R R Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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
Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sevinne's Reclamation 2W Sorcery Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy. Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Touch the Spirit Realm 2W Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Banefire XR Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banefire XR Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flare of Duplication 1RR Instant You may sacrifice a nontoken red creature rather than pay this spell's mana cost. Copy target instant or sorcery spell. You may choose new targets for the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Punishment (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Players can't gain life. Damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meltdown (X)(R) Sorcery Destroy each artifact with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roiling Vortex (1)(R) Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirit of the Labyrinth (1)(W) Enchantment Creature -- Spirit Each player can't draw more than one card each turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sudden Shock (1)(R) 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.) Sudden Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm (1)(W) Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kaulz - Modern (5. Modern Proxy-Turnier Greifswald)

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

Tunnel Ignus 1 R Creature -- Elemental Whenever a land enters under an opponent's control, if that player had another land enter the battlefield under their control this turn, this creature deals 3 damage to that player. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tunnel Ignus 1 R Creature -- Elemental Whenever a land enters under an opponent's control, if that player had another land enter the battlefield under their control this turn, this creature deals 3 damage to that player. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Untimely Malfunction 1 R Instant Choose one -- * Destroy target artifact. * Change the target of target spell or ability with a single target. * One or two target creatures can't block this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	