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| <b>Anurid Brushhopper</b> 1G W<br>Creature -- Frog Beast<br>Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br>3/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Anurid Brushhopper</b> 1G W<br>Creature -- Frog Beast<br>Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br>3/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Armageddon</b> 3 W<br>Sorcery<br>Destroy all lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             | <b>Armageddon</b> 3 W<br>Sorcery<br>Destroy all lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             |
| <b>Armageddon</b> 3 W<br>Sorcery<br>Destroy all lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                   | <b>Brawn</b> 3 G<br>Creature -- Incarnation<br>Trample<br>As long as this card is in your graveyard and you control a Forest, creatures you control have trample.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                 | <b>Brushland</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {G} or {W}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Brushland</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {G} or {W}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Brushland</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                          | <div><div>Brushland</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div><div>Create a 3/3 green Elephant creature token.</div><div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div><div>Create a 3/3 green Elephant creature token.</div><div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div><div>Create a 3/3 green Elephant creature token.</div><div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Chromatic Sphere<div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Chromatic Sphere<div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                  | <div><div>Chromatic Sphere<div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                  |

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| <div><div>Chromatic Sphere</div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color. Draw a<br/>card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glory</div><div>Creature -- Incarnation</div><div>Flying<br/>{2}{W}: Choose a color. Creatures<br/>you control gain protection from the<br/>chosen color until end of turn.<br/>Activate only if this card is in<br/>your graveyard.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mulch</div><div>Sorcery</div><div>Reveal the top four cards of your<br/>library. Put all land cards revealed<br/>this way into your hand and the rest<br/>into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Mulch</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                | <div> <div>Mulch</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                               | <div> <div>Mystic Enforcer</div> <div> <div>2</div> <div>6</div> <div>W</div> </div> </div> <div>Creature -- Human Nomad Mystic</div> <div> <p>Protection from black<br/>Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mystic Enforcer</div> <div> <div>2</div> <div>6</div> <div>W</div> </div> </div> <div>Creature -- Human Nomad Mystic</div> <div> <p>Protection from black<br/>Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Nantuko Monastery</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nimble Mongoose</div> <div> <div>6</div> </div> </div> <div>Creature -- Mongoose</div> <div> <p>Shroud (This creature can't be the target of spells or abilities.)<br/>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nimble Mongoose</div> <div> <div>6</div> </div> </div> <div>Creature -- Mongoose</div> <div> <p>Shroud (This creature can't be the target of spells or abilities.)<br/>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        | <div> <div>Nimble Mongoose</div> <div> <div>6</div> </div> </div> <div>Creature -- Mongoose</div> <div> <p>Shroud (This creature can't be the target of spells or abilities.)<br/>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        |

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| <b>Nimble Mongoose</b> <span>Ⓞ</span><br>Creature -- Mongoose<br>Shroud (This creature can't be the target of spells or abilities.)<br>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                     | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                     | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      |
| <b>Riftstone Portal</b><br>Land<br>{T}: Add {C}.<br>As long as this card is in your graveyard, lands you control have "{T}: Add {G} or {W}."<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                             | <b>Seton's Scout</b> <span>①Ⓞ</span><br>Creature -- Centaur Druid Scout Archer<br>Reach (This creature can block creatures with flying.)<br>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Seton's Scout</b> <span>①Ⓞ</span><br>Creature -- Centaur Druid Scout Archer<br>Reach (This creature can block creatures with flying.)<br>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Swords to Plowshares</b> <span>Ⓦ</span><br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Swords to Plowshares</div><div>W</div></div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div><div>Swords to Plowshares</div><div>W</div></div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Swords to Plowshares</div><div>W</div></div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Library</div><div>1G</div></div> <div>Enchantment</div> <div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Treva's Ruins</div></div> <div>Land -- Lair</div> <div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {G}, {W}, or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             |

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| <p><b>Werebear</b> ①⑥</p> <p>Creature -- Human Bear Druid</p> <p>{T}: Add {G}.<br/>Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Werebear</b> ①⑥</p> <p>Creature -- Human Bear Druid</p> <p>{T}: Add {G}.<br/>Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Werebear</b> ①⑥</p> <p>Creature -- Human Bear Druid</p> <p>{T}: Add {G}.<br/>Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Werebear</b> ①⑥</p> <p>Creature -- Human Bear Druid</p> <p>{T}: Add {G}.<br/>Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Wild Mongrel</b> ①⑥</p> <p>Creature -- Dog</p> <p>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                             | <p><b>Wild Mongrel</b> ①⑥</p> <p>Creature -- Dog</p> <p>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                             | <p><b>Wild Mongrel</b> ①⑥</p> <p>Creature -- Dog</p> <p>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                             | <p><b>Wild Mongrel</b> ①⑥</p> <p>Creature -- Dog</p> <p>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                             |

Playtest cards - ZeDosBodes - Modern (Pre Modern Season Finale)

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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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |
| <div><div>Absolute Law1W</div><div>Enchantment</div><div>All creatures have protection from red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Armadillo Cloak1GW</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Armadillo Cloak1GW</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hidden GibbonsG</div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Hidden Gibbons</div><div>6</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Hidden Gibbons</div><div>6</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hidden Gibbons</div><div>6</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Krosan Reclamation</div><div>16</div></div><div>Instant</div><div>Target player shuffles up to two target cards from their graveyard into their library. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Krosan Reclamation</div><div>16</div></div><div>Instant</div><div>Target player shuffles up to two target cards from their graveyard into their library. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Naturalize</div><div>16</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Naturalize</div><div>16</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Naturalize</div><div>16</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             |

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| <div> <div> Ray of Revelation <div> 1 W </div> </div> <div> Instant </div> <div> Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Ray of Revelation <div> 1 W </div> </div> <div> Instant </div> <div> Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Warmth <div> 1 W </div> </div> <div> Enchantment </div> <div> Whenever an opponent casts a red spell, you gain 2 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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