

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

®

Sorcery

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Sorcery

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Sorcery

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Sorcery

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓢ

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓜ

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓜ

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓡ

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓇⓇ

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste

Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste

Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste
Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste
Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Sorcery -- Arcane

Lava Spike deals 3 damage to target player or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Sorcery -- Arcane

Lava Spike deals 3 damage to target player or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Spike R Sorcery -- Arcane Lava Spike deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Spike R Sorcery -- Arcane Lava Spike deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2

Monastery Swiftspear ^(R) Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Swiftspear ^(R) Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 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	Phlage, Titan of Fire's Fury ^{(1)(R)(W)} Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape-- ^(R) ^(R) ^(W) ^(W) , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phlage, Titan of Fire's Fury ^{(1)(R)(W)} Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape-- ^(R) ^(R) ^(W) ^(W) , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rift Bolt ^{(2)(R)} Sorcery Rift Bolt deals 3 damage to any target. Suspend 1-- ^(R) (Rather than cast this card from your hand, you may pay ^(R) and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Benjaminmauney - Modern (LCQ - Modern - SCG CON Charlotte - Friday - 11:

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 5/10 - 8 cards - 2.5 x 3.5 in each

②R

Rift Bolt deals 3 damage to any target.

Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Rift Bolt deals 3 damage to any target.

Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

②R

Creature -- Spirit

Haste
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Screaming Nemesis ②②R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searing Blaze ②R Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searing Blaze ②R Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searing Blaze ②R Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skullcrack ①②R Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullcrack ①②R Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deflecting Palm Instant The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deflecting Palm Instant The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence (1)(W) Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence (1)(W) Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Benjaminmauney - Modern (LCQ - Modern - SCG CON Charlotte - Friday - 11: sheet 10/10 - 3 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.