

Ajani Vengeant (2)(R)(W) Legendary Planeswalker -- Ajani [+1]: Target permanent doesn't untap during its controller's next untap step. [-2]: Ajani deals 3 damage to any target and you gain 3 life. [-7]: Destroy all lands target player controls. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Vengeant (2)(R)(W) Legendary Planeswalker -- Ajani [+1]: Target permanent doesn't untap during its controller's next untap step. [-2]: Ajani deals 3 damage to any target and you gain 3 life. [-7]: Destroy all lands target player controls. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ardent Plea (1)(W)(U) Enchantment Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ardent Plea (1)(W)(U) Enchantment Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Dismember 1BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth, Knight-Errant 2WW Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token. [+1]: Target creature gets +3/+3 and gains flying until end of turn. [-8]: You get an emblem with "Artifacts, creatures, enchantments, and lands you control have indestructible." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fieldmist Borderpost 1WU Artifact You may pay {1} and return a basic land you control to its owner's hand rather than pay this spell's mana cost. This artifact enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fieldmist Borderpost 1WU Artifact You may pay {1} and return a basic land you control to its owner's hand rather than pay this spell's mana cost. This artifact enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fieldmist Borderpost ①①①① Artifact You may pay {1} and return a basic land you control to its owner's hand rather than pay this spell's mana cost. This artifact enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fieldmist Borderpost ①①①① Artifact You may pay {1} and return a basic land you control to its owner's hand rather than pay this spell's mana cost. This artifact enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firewild Borderpost ①①①① Artifact You may pay {1} and return a basic land you control to its owner's hand rather than pay this spell's mana cost. This artifact enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firewild Borderpost ①①①① Artifact You may pay {1} and return a basic land you control to its owner's hand rather than pay this spell's mana cost. This artifact enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T} : Add {G} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk Relentless ③③③③ Legendary Planeswalker -- Garruk When Garruk has two or fewer loyalty counters on him, transform him. [0]: Garruk deals 3 damage to target creature. That creature deals damage equal to its power to him. [0]: Create a 2/2 green Wolf creature token. L 3 ----- BACK FACE ----- Garruk, the Veil-Cursed Legendary Planeswalker -- Garruk [+1]: Create a 1/1 black Wolf creature token with deathtouch. [-1]: Sacrifice a creature. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. [-3]: Creatures you control gain trample and get +X/+X until end of turn, where X is the number of creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon Jura ③③③③ Legendary Planeswalker -- Gideon [+2]: During target opponent's next turn, creatures that player controls attack Gideon Jura if able. [-2]: Destroy target tapped creature. [0]: Until end of turn, Gideon Jura becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greater Gargadon ⑨⑨⑨⑨ Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Topejo - Modern (MODERN 2015 EL MAGIC QUE WOTC NOS ROBÓ)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Greater Gargadon (9)(R) Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greater Gargadon (9)(R) Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greater Gargadon (9)(R) Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Architect of Thought (2)(U)(U) Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Architect of Thought (2)(U)(U) Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restore Balance Sorcery Suspend 6--{W} Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players sacrifice creatures and discard cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restore Balance Sorcery Suspend 6--{W} Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players sacrifice creatures and discard cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restore Balance Sorcery Suspend 6--{W} Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players sacrifice creatures and discard cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Riftwing Cloudskate ③④⑤ Creature -- Illusion Flying When this creature enters, return target permanent to its owner's hand. Suspend 3--{1}{U} (Rather than cast this card from your hand, you may pay {1}{U} and exile it with three time counters 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. It has haste.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riftwing Cloudskate ③④⑤ Creature -- Illusion Flying When this creature enters, return target permanent to its owner's hand. Suspend 3--{1}{U} (Rather than cast this card from your hand, you may pay {1}{U} and exile it with three time counters 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. It has haste.) 2/2 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	Simian Spirit Guide ②④ Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Simian Spirit Guide ②④ Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide ②④ Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ 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

Thassa, God of the Sea (2)(U)

Legendary Enchantment Creature -- God

Indestructible
As long as your devotion to blue is less than five, Thassa isn't a creature. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)
At the beginning of your upkeep, scry 1.
{1}{U}: Target creature you control can't be blocked this turn.

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Vendilion Clique (1)(U)(U)

Legendary Creature -- Faerie Wizard

Flash
Flying
When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

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Violent Outburst (1)(R)(G)

Instant

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Creatures you control get +1/+0 until end of turn.

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Kor Firewalker W W Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Firewalker W W Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krosan Grip 2 G 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.) Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity 2 W W Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline of Sanctity 2 W W Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity 2 W W Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity 2 W W Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistveil Plains 2 W W Land -- Plains {T}: Add {W}. This land enters tapped. {W}, {T}: Put target card from your graveyard on the bottom of your library. Activate only if you control two or more white permanents. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ricochet Trap

3 R

Instant -- Trap

If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target.

[sideboard]

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