

Acidic Sliver B R Creature -- Sliver All Slivers have "{2}, Sacrifice this permanent: This permanent deals 2 damage to any target." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Acidic Sliver B R Creature -- Sliver All Slivers have "{2}, Sacrifice this permanent: This permanent deals 2 damage to any target." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crystalline Sliver W U Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystalline Sliver W U Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystalline Sliver W U Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystalline Sliver W U Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dromar's Cavern Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {W}, {U}, or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hibernation Sliver U B Creature -- Sliver All Slivers have "Pay 2 life: Return this permanent to its owner's hand." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hibernation Sliver U B Creature -- Sliver All Slivers have "Pay 2 life: Return this permanent to its owner's hand." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - Urza1289 - Modern (Pre Modern IV) sheet 4/10 - 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.

Muscle Sliver ①⑥ Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver Ⓢ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver Ⓢ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver Ⓢ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Portent Ⓢ Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portent Ⓢ Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portent Ⓢ Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portent Ⓢ Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spined Sliver Creature -- Sliver Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spined Sliver Creature -- Sliver Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spined Sliver Creature -- Sliver Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thran Quarry Land At the beginning of the end step, if you control no creatures, sacrifice this land. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Quarry Land At the beginning of the end step, if you control no creatures, sacrifice this land. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Quarry Land At the beginning of the end step, if you control no creatures, sacrifice this land. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treva's Ruins Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {G}, {W}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Urza1289 - Modern (Pre Modern IV) sheet 8/10 - 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.

②

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(W) (U)

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

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[sidebar]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meddling Mage W U Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage W U Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage W U Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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Playtest cards - Urza1289 - Modern (Pre Modern IV)

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