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

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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.

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Bloodstained Mire

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Tia93_ - Izzet Prowess (Modern Challenge 64) sheet 1/10 - 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.

Boomerang Basics (U)

Sorcery -- Lesson

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery -- Lesson

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cori-Steel Cutter (1)(R)

Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and haste.
Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)
Equip {1}{R}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Equip {1}{R}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Rage Channeler (R)

Creature -- Human Shaman

Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)
Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Tia93_ - Izzet Prowess (Modern Challenge 64) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expressive Iteration (U)(R)

Sorcery

Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Islet

Land

{T}, Pay 1 life: Add {U} or {R}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Dart (R)

Instant

Lava Dart deals 1 damage to any target.
Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Bauble (0)

Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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

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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

Mutagenic Growth GP

Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Tia93_ - Izzet Prowess (Modern Challenge 64) sheet 5/10 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pompous Battlemage (R)

Creature -- Goblin Sorcerer

Prowess
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/1

- - - OTHER FACE - - -

Improvised Act (R)

Sorcery

You may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/1

- - - OTHER FACE - - -

Improvised Act (R)

Sorcery

You may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain (U)

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Tia93_ - Izzet Prowess (Modern Challenge 64) sheet 6/10 - 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.

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slickshot Show-Off {1}{R}

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Tia93_ - Izzet Prowess (Modern Challenge 64) sheet 7/10 - 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.

Stormchaser's Talent (U)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, create a 1/1 blue and red Otter creature token with prowess.
{3}{U}: Level 2
When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.
{5}{U}: Level 3
Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Violent Urge (R)

Instant

Target creature gets +1/+0 and gains first strike until end of turn.
Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory (U)

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target triggered ability or colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target triggered ability or colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending (X)(W)

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unholy Heat (R)

Instant

Unholy Heat deals 2 damage to target creature or planeswalker.
Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wear {1}{R}

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

- - - RIGHT HALF - - -

Tear {W}

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target artifact.
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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Tia93_ - Izzet Prowess (Modern Challenge 64) 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.