

Avengers Disassembled 1R Sorcery Choose one or both -- * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avengers Disassembled 1R Sorcery Choose one or both -- * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avengers Disassembled 1R Sorcery Choose one or both -- * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cleansing Wildfire 1R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cleansing Wildfire 1R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cleansing Wildfire 1R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cleansing Wildfire 1R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Erode Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erode Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erode Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erode Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Galvanic Discharge

®

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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High Noon

① ② W

Enchantment

Each player can't cast more than one spell each turn.

{4}{R}, Sacrifice this enchantment:
It deals 5 damage to any target.

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Kaheera, the Orphanguard

① (G/W) (G/W)

Legendary Creature -- Cat Beast

Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Vigilance

Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.

3/2

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Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Playtest cards - Weber, Brian - Boros Control (LCQ - Modern - SCG CON Los Angeles - Friday

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.

Mountain Basic Land -- Mountain ({T}): Add {R} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Price of Freedom

① R

Sorcery - - Lesson

Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.

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Relic of Progenitus

①

Artifact

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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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.

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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.

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Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Legend of Roku 2RR Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Avatar Roku Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant ([B/P] can be paid with either [B] or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant ([B/P] can be paid with either [B] or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Avatar Roku 4 4 Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add [R]{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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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① R

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

[sideboard]

W

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

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

[sideboard]

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Destroy target enchantment.
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2 W W

Destroy all creatures. They can't be regenerated.

[sidebar]

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