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| <div><div><b>Arid Mesa</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><b>Artist's Talent</b><div>1R</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Artist's Talent</b><div>1R</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div><div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Commercial District</b></div><div>Land -- Mountain Forest</div><div><p>(T): Add {R} or {G}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                | <div><div><div><b>Desperate Ritual</b></div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Desperate Ritual</b></div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Desperate Ritual</b></div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                 | <div><div><div><b>Desperate Ritual</b></div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Grapeshot</b></div><div>Sorcery</div><div><p>Grapeshot deals 1 damage to any target.</p><p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                       | <div><div><div><b>Hex Magic</b></div><div>Sorcery -- Arcane</div><div><p>Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                     |

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| <div><div>Hex Magic</div><div>2R</div><div>Sorcery -- Arcane</div><div>Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hex Magic</div><div>2R</div><div>Sorcery -- Arcane</div><div>Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Mountain</div><div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Mountain</div><div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(<b>{T}</b>): Add <b>{R}</b>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Past in Flames</div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback <b>{4}{R}</b> (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Past in Flames</div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback <b>{4}{R}</b> (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Past in Flames</div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback <b>{4}{R}</b> (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |

Playtest cards - wowisdergut - Modern v3 Group 3EE712 (Twinned Vision, Artist's Talent) (U) 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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| <div><div>Reckless Impulse</div><div>①②</div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ruby Medallion</div><div>②</div></div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div><div>Ruby Medallion</div><div>②</div></div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Ruby Medallion</div><div>②</div></div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         |
| <div><div>Ruby Medallion</div><div>②</div></div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div><div>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stomping Ground</div></div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Twinned Vision</div><div>①④/R</div></div> <div>Instant</div> <div>Draw a card. If this spell wasn't cast from your hand, draw two cards instead.<br/>Flashback--{1}{U/R}{U/R}, Discard a card. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Twinned Vision</div><div>①④R</div></div><div><div>Instant</div><div>Draw a card. If this spell wasn't cast from your hand, draw two cards instead.<br/>Flashback--{1}{U/R}{U/R}, Discard a card. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Valakut Awakening</div><div>②R</div></div><div><div>Instant</div><div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div></div></div> <div>----- BACK FACE -----</div> <div><div><div>Valakut Stoneforge</div><div>Land</div></div><div><div>This land enters tapped.<br/>{T}: Add {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Valakut Awakening</div><div>②R</div></div><div><div>Instant</div><div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div></div></div> <div>----- BACK FACE -----</div> <div><div><div>Valakut Stoneforge</div><div>Land</div></div><div><div>This land enters tapped.<br/>{T}: Add {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Wish</div><div>②R</div></div><div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    |
| <div><div><div>Wish</div><div>②R</div></div><div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div><div><div>Wooded Foothills</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                            | <div><div><div>Wooded Foothills</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                            | <div><div><div>Wooded Foothills</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**Land**

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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### Sorcery

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Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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### Sorcery

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Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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## Sorcery

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Create two 1/1 red Goblin creature tokens.

Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

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| Instant                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------|
| Destroy target creature if it has mana value 2 or less.                                                                                  |
| Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. |

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| Instant                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------|
| Destroy target creature if it has mana value 2 or less.                                                                                  |
| Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. |

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| Instant                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------|
| Destroy target creature if it has mana value 2 or less.                                                                                  |
| Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. |

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**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Grapeshot deals 1 damage to any target.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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Destroy target artifact or
enchantment. Its controller gains 4
life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Destroy target artifact or enchantment. Its controller gains 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③④

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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Choose one --
* Destroy target artifact.
* Change the target of target spell
  or ability with a single target.
* One or two target creatures can't
  block this turn.
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| <div><div>Veil of Summer</div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Veil of Summer</div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Veil of Summer</div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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