

Acidic Slime 3 6 6 Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acidic Slime 3 6 6 Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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
Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

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

Clarion Conqueror (2)(W)

Creature -- Dragon

Flying
Activated abilities of artifacts,
creatures, and planeswalkers can't
be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elesh Norn, Mother of Machines (4)(W)

Legendary Creature -- Phyrexian Praetor

Vigilance

If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance ①⑥⑥

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

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

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Force of Negation 1UU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 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
Hedge Maze Land -- Forest Island ({T}: Add {G} or {U}.) 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	Indatha Triome Land -- Plains Swamp Forest ({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	Omnath, Locus of Creation RGWU Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omnath, Locus of Creation RGWU Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omnath, Locus of Creation RGWU Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Omnath, Locus of Creation

RGWU

Legendary Creature -- Elemental

When Omnath enters, draw a card.
Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

{{T}}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Quantum Riddler

3UU

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

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Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 PLAYbotbox.dev

Shardless Agent

1GU

Artifact Creature -- Human Rogue

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sphinx of False Conclusions (2)(U)(U) Creature -- Sphinx Illusion Flash Flying Whenever this creature attacks, draw a card, then discard a card. When this creature dies, if it isn't a token, create a token that's a copy of it. 4/2 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	Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. 3/3 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	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

Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clarion Conqueror Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe Creature -- Ouphe Activated abilities of artifacts can't be activated. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1)(U)(U) Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation (1)(U)(U) Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor (2)(G)(G) Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Noon (1)(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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
High Noon (1)(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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Charmaw (3)(R)(R) Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Charmaw (3)(R)(R) Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Charmaw (3)(R)(R) Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsidian Charmaw

3

R

R

Creature -- Dragon

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

Flying

When this creature enters, destroy target nonbasic land an opponent controls.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rough

1

R

Sorcery

Rough deals 2 damage to each creature without flying.

[sideboard]

RIGHT HALF

Tumble

5

R

Sorcery

Tumble deals 6 damage to each creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rough

1

R

Sorcery

Rough deals 2 damage to each creature without flying.

[sideboard]

RIGHT HALF

Tumble

5

R

Sorcery

Tumble deals 6 damage to each creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Sparks, Ryan - Modern v3 Group 9441F6 (Omnath, Locus of Creation, Birthin

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.