

## 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.

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## Artist's Talent

① ② R

Enchantment - - Class

(Gain the next level as a sorcery to add its ability.)

Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.

{2}{R}: Level 2

Noncreature spells you cast cost {1} less to cast.

{2}{R}: Level 3

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.

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## Blood Crypt

Land -- Swamp Mountain

( $\{T\}$ : Add  $\{B\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## Blood Crypt

Land -- Swamp Mountain

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As this land enters, you may pay 2  
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tapped.

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## 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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| <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 PLAY    botbox.dev</div>                                                                            | <div><b>Boseiju, Who Endures</b></div> <div>Legendary Land</div> <div>{T}: Add {G}.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Commercial District</b></div> <div>Land -- Mountain Forest</div> <div>({T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                    | <div><b>Desperate Ritual</b> 1R</div> <div>Instant -- Arcane</div> <div>Add {R}{R}{R}.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                           |
| <div><b>Desperate Ritual</b> 1R</div> <div>Instant -- Arcane</div> <div>Add {R}{R}{R}.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Desperate Ritual</b> 1R</div> <div>Instant -- Arcane</div> <div>Add {R}{R}{R}.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                              | <div><b>Desperate Ritual</b> 1R</div> <div>Instant -- Arcane</div> <div>Add {R}{R}{R}.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Gemstone Caverns</b></div> <div>Legendary Land</div> <div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>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>                                                                              |

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| <div><div>Mountain</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>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div>Mountain</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>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div>Past in Flames<div>3R</div></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 {4}{R} (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></div> | <div><div>Past in Flames<div>3R</div></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 {4}{R} (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></div> | <div><div>Past in Flames<div>3R</div></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 {4}{R} (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></div> | <div><div>Pyretic Ritual<div>1R</div></div><div>Instant</div><div>Add {R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

[illegible]

Playtest cards - Khalis, Khadri - Modern v3 Group 3EE712 (Twinned Vision, Artist's Talent)

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 5/10 - 8 cards - 2.5 x 3.5 in each

the left edge;

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Reckless Impulse</div><div>①R</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>Reckless Impulse</div><div>①R</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>Reckless Impulse</div><div>①R</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>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> |

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| <div><div>Twinned Vision</div><div>Instant</div><div>Draw a card. If this spell wasn't cast from your hand, draw two cards instead.<br/>Flashback--<math>\{1\}\{U/R\}\{U/R\}</math>, 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></div> | <div><div>Twinned Vision</div><div>Instant</div><div>Draw a card. If this spell wasn't cast from your hand, draw two cards instead.<br/>Flashback--<math>\{1\}\{U/R\}\{U/R\}</math>, 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></div> | <div><div>Twinned Vision</div><div>Instant</div><div>Draw a card. If this spell wasn't cast from your hand, draw two cards instead.<br/>Flashback--<math>\{1\}\{U/R\}\{U/R\}</math>, 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></div> | <div><div>Valakut Awakening</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>----- BACK FACE -----</div><div><div>Valakut Stoneforge</div><div>Land</div><div>This land enters tapped.<br/><math>\{T\}</math>: Add <math>\{R\}</math>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Wish</div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Wish</div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Wooded Foothills</div><div>Land</div><div><math>\{T\}</math>, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Wooded Foothills</div><div>Land</div><div><math>\{T\}</math>, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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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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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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.)

[sidebar]

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**B**

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

[sidebar]

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Destroy target artifact or
enchantment. Its controller gains 4
life.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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.)

[sidebar]

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(B)

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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[sidebar]
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**(B)**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

[sidebar]

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| <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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