Accorder's Shield 0

Artifact -- Equipment

Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.)
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Saw 0

Artifact -- Equipment

Equipped creature gets +1/+0.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Saw 0

Artifact -- Equipment

Equipped creature gets +1/+0.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MartinMoose - Modern (Modern Challenge 32) 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.

Cathar's Shield 0

Artifact -- Equipment

Equipped creature gets +0/+3 and has vigilance.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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Cathar's Shield 0

Artifact -- Equipment

Equipped creature gets +0/+3 and has vigilance.
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Artifact -- Equipment

Equipped creature gets +0/+3 and has vigilance.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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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Gemstone Caverns

Legendary Land

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.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapeshot (1)(R)

Sorcery

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

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

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
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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

Mox Amber (0)

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

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Mox Opal 0

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Revival GP

Instant

({G/P} can be paid with either {G} or 2 life.)
Put target card from a graveyard on top of its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

({G/P} can be paid with either {G} or 2 life.)
Put target card from a graveyard on top of its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paradise Mantle 0

Artifact -- Equipment

Equipped creature has "{T}: Add one mana of any color."
Equip {1}

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Equipped creature has "{T}: Add one mana of any color."
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin {W}{W}

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Retract {U}

Instant

Return all artifacts you control to their owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Retract {U}

Instant

Return all artifacts you control to their owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MartinMoose - Modern (Modern Challenge 32) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Retract (U)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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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

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spidersilk Net (0)

Artifact -- Equipment

Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.)
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sram, Senior Edificer {1}{W}

Legendary Creature -- Dwarf Advisor

Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mighty Thor, Jane Foster {1}{W}{U}

Legendary Creature -- Human God Hero

Flying
Whenever The Mighty Thor attacks, exile up to one target nontoken artifact or creature, then return that card to the battlefield tapped under its owner's control.
Whenever an Equipment you control enters, draw a card.

3/3

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Windswept Heath

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hurkyl's Recall {1}{U}

Instant

Return all artifacts target player owns to their hand.

[sideboard]

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Return all artifacts target player owns to their hand.

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Playtest cards - MartinMoose - Modern (Modern Challenge 32) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metallic Rebuke {2}{U}

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pact of Negation {0}

Instant

Counter target spell.
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MartinMoose - Modern (Modern Challenge 32) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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