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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Arid Mesa</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        | <div><div><div>Arid Mesa</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        | <div><div><div>Arid Mesa</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        | <div><div><div>Atarka's Command</div><div>Instant</div><div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Atarka's Command</div><div>Instant</div><div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Atarka's Command</div><div>Instant</div><div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Atarka's Command</div><div>Instant</div><div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |





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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Grim Lavamancer</b> (R)</p> <p>Creature -- Human Wizard</p> <p>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Lava Spike</b> (R)</p> <p>Sorcery -- Arcane</p> <p>Lava Spike deals 3 damage to target player or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Lava Spike</b> (R)</p> <p>Sorcery -- Arcane</p> <p>Lava Spike deals 3 damage to target player or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Lava Spike</b> (R)</p> <p>Sorcery -- Arcane</p> <p>Lava Spike deals 3 damage to target player or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Lava Spike</b> (R)</p> <p>Sorcery -- Arcane</p> <p>Lava Spike deals 3 damage to target player or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                       | <p><b>Lightning Bolt</b> (R)</p> <p>Instant</p> <p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                      | <p><b>Lightning Bolt</b> (R)</p> <p>Instant</p> <p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                      | <p><b>Lightning Bolt</b> (R)</p> <p>Instant</p> <p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                      |

Playtest cards - AlfredoTorres - Modern (Modern Daily Swiss)

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;

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</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>1/2</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>1/2</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    |

②③

Rift Bolt deals 3 damage to any target.

Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Rift Bolt deals 3 damage to any target.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Rift Bolt deals 3 damage to any target.

Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Rift Bolt deals 3 damage to any target.

Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

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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

## 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

## 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

ⓇⓇ

Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.

Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Searing Blaze</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.</p> <p>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} or {G}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                 | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} or {G}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                 | <div> <div>Wild Nacatl</div> <div>G</div> </div> <div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Wild Nacatl</div> <div>G</div> </div> <div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                   | <div> <div>Wild Nacatl</div> <div>G</div> </div> <div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wild Nacatl</div> <div>G</div> </div> <div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Windswept Heath</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Wooded Foothills</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div>Wooded Foothills</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div>Wooded Foothills</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Wooded Foothills</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             |
| <div>Destructive Revelry (R)(G)</div> <div>Instant</div> <div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Destructive Revelry (R)(G)</div> <div>Instant</div> <div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kor Firewalker (W)(W)</div> <div>Creature -- Kor Soldier</div> <div>Protection from red<br/>Whenever a player casts a red spell, you may gain 1 life.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kor Firewalker (W)(W)</div> <div>Creature -- Kor Soldier</div> <div>Protection from red<br/>Whenever a player casts a red spell, you may gain 1 life.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - AlfredoTorres - Modern (Modern Daily Swiss)

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



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| <div> <div>Kor Firewalker</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Protection from red</div> <div>Whenever a player casts a red spell, you may gain 1 life.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                               | <div> <div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                               | <div> <div>Molten Rain</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                   |
| <div> <div>Molten Rain</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                       | <div> <div>Path to Exile</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Path to Exile</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Path to Exile</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>Searing Blaze</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.</p> <p>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stony Silence</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stony Silence</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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