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| <div>Anger of the Gods (1)(R)(R)</div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anger of the Gods (1)(R)(R)</div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anger of the Gods (1)(R)(R)</div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div>Blood Moon (2)(R)</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                       |
| <div>Blood Moon (2)(R)</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div>Blood Moon (2)(R)</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div>Chandra, Torch of Defiance (2)(R)(R)</div> <div>Legendary Planeswalker -- Chandra</div> <div>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br/>[+1]: Add {R}{R}.<br/>[-3]: Chandra deals 4 damage to target creature.<br/>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chandra, Torch of Defiance (2)(R)(R)</div> <div>Legendary Planeswalker -- Chandra</div> <div>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br/>[+1]: Add {R}{R}.<br/>[-3]: Chandra deals 4 damage to target creature.<br/>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Eternal Scourge</b> <span>3</span> </div> <div>           Creature -- Eldrazi Horror         </div> <div> <p>You may cast this card from exile. When this creature becomes the target of a spell or ability an opponent controls, exile this creature.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                               | <div> <b>Eternal Scourge</b> <span>3</span> </div> <div>           Creature -- Eldrazi Horror         </div> <div> <p>You may cast this card from exile. When this creature becomes the target of a spell or ability an opponent controls, exile this creature.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                               | <div> <b>Koth of the Hammer</b> <span>2RR</span> </div> <div>           Legendary Planeswalker -- Koth         </div> <div> <p>[+1]: Untap target Mountain. It becomes a 4/4 red Elemental creature until end of turn. It's still a land.<br/>           [-2]: Add {R} for each Mountain you control.<br/>           [-5]: You get an emblem with "Mountains you control have '{T}': This land deals 1 damage to any target."</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Koth of the Hammer</b> <span>2RR</span> </div> <div>           Legendary Planeswalker -- Koth         </div> <div> <p>[+1]: Untap target Mountain. It becomes a 4/4 red Elemental creature until end of turn. It's still a land.<br/>           [-2]: Add {R} for each Mountain you control.<br/>           [-5]: You get an emblem with "Mountains you control have '{T}': This land deals 1 damage to any target."</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Koth of the Hammer</b> <span>2RR</span> </div> <div>           Legendary Planeswalker -- Koth         </div> <div> <p>[+1]: Untap target Mountain. It becomes a 4/4 red Elemental creature until end of turn. It's still a land.<br/>           [-2]: Add {R} for each Mountain you control.<br/>           [-5]: You get an emblem with "Mountains you control have '{T}': This land deals 1 damage to any target."</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Koth of the Hammer</b> <span>2RR</span> </div> <div>           Legendary Planeswalker -- Koth         </div> <div> <p>[+1]: Untap target Mountain. It becomes a 4/4 red Elemental creature until end of turn. It's still a land.<br/>           [-2]: Add {R} for each Mountain you control.<br/>           [-5]: You get an emblem with "Mountains you control have '{T}': This land deals 1 damage to any target."</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Lightning Bolt</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                   | <div> <b>Lightning Bolt</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                   |

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| <div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div><div>Mind Stone</div><div>Artifact</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               | <div><div>Mind Stone</div><div>Artifact</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               |
| <div><div>Mind Stone</div><div>Artifact</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mind Stone</div><div>Artifact</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Pia and Kiran Nalaar</div><div>Legendary Creature -- Human Artificer</div><div>When Pia and Kiran Nalaar enters, create two 1/1 colorless Thopter artifact creature tokens with flying.<br/>{2}{R}, Sacrifice an artifact: Pia and Kiran Nalaar deals 2 damage to any target.</div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Pia and Kiran Nalaar</div><div>Legendary Creature -- Human Artificer</div><div>When Pia and Kiran Nalaar enters, create two 1/1 colorless Thopter artifact creature tokens with flying.<br/>{2}{R}, Sacrifice an artifact: Pia and Kiran Nalaar deals 2 damage to any target.</div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Relic of Progenitus1</div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>Relic of Progenitus1</div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>Relic of Progenitus1</div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Relic of Progenitus1</div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Scrying Sheets</div> <div>Snow Land</div> <div>{T}: Add {C}.<br/>{1}{S}, {T}: Look at the top card of your library. If that card is snow, you may reveal it and put it into your hand. ({S} can be paid with one mana from a snow source.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scrying Sheets</div> <div>Snow Land</div> <div>{T}: Add {C}.<br/>{1}{S}, {T}: Look at the top card of your library. If that card is snow, you may reveal it and put it into your hand. ({S} can be paid with one mana from a snow source.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Simian Spirit Guide2R</div> <div>Creature -- Ape Spirit</div> <div>Exile this card from your hand: Add {R}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  | <div>Simian Spirit Guide2R</div> <div>Creature -- Ape Spirit</div> <div>Exile this card from your hand: Add {R}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  |

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| <div><div><div>Simian Spirit Guide</div><div>2R</div></div><div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      | <div><div><div>Skred</div><div>R</div></div><div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Skred</div><div>R</div></div><div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Skred</div><div>R</div></div><div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Skred</div><div>R</div></div><div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Snow-Covered Mountain</div></div><div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Snow-Covered Mountain</div></div><div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Snow-Covered Mountain</div></div><div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   |

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| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Stormbreath Dragon</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste, protection from white {5}{R}{R}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)<br/>When this creature becomes monstrous, it deals damage to each opponent equal to the number of cards in that player's hand.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormbreath Dragon</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste, protection from white {5}{R}{R}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)<br/>When this creature becomes monstrous, it deals damage to each opponent equal to the number of cards in that player's hand.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormbreath Dragon</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste, protection from white {5}{R}{R}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)<br/>When this creature becomes monstrous, it deals damage to each opponent equal to the number of cards in that player's hand.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Blood Moon</div><div>2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>By Force</div><div>XR</div><div>Sorcery</div><div>Destroy X target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                              | <div><div>By Force</div><div>XR</div><div>Sorcery</div><div>Destroy X target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                              | <div><div>Dragon's Claw</div><div>2</div><div>Artifact</div><div>Whenever a player casts a red spell, you may gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                           |

②

Whenever a player casts a red spell,  
you may gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Whenever a player casts a red spell,  
you may gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Menace (This creature can't be blocked except by two or more creatures.)

When this creature enters, you may cast target instant or sorcery card with mana value 3 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Menace (This creature can't be blocked except by two or more creatures.)  
When this creature enters, you may cast target instant or sorcery card with mana value 3 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> <b>Molten Rain</b> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Molten Rain</b> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Ricochet Trap</b> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Instant -- Trap</div> <div> If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - contrap - Modern (Modern Challenge)

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 10/10 - 3 cards - 2.5 x 3.5 in each