

## 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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## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**B**

Creature -- Avatar

This creature gets  $-X/-X$ , where  $X$  is your life total.

13/13

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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13/13

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| <div> <b>Death's Shadow</b> <span>(B)</span> </div> <div>           Creature -- Avatar         </div> <div>           This creature gets -X/-X, where X is your life total.         </div> <div> <div>13/13</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                              | <div> <b>Dismember</b> <span>(1)(BP)(BP)</span> </div> <div>           Instant         </div> <div>           ({B/P} can be paid with either {B} or 2 life.)<br/>           Target creature gets -5/-5 until end of turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                              | <div> <b>Fatal Push</b> <span>(B)</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Fatal Push</b> <span>(B)</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Fatal Push</b> <span>(B)</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Fatal Push</b> <span>(B)</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Gurmag Angler</b> <span>(6)(B)</span> </div> <div>           Creature -- Zombie Fish         </div> <div>           Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)         </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                        | <div> <b>Gurmag Angler</b> <span>(6)(B)</span> </div> <div>           Creature -- Zombie Fish         </div> <div>           Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)         </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                        |

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| <b>Gurmag Angler</b> ⑥ ③<br>Creature -- Zombie Fish<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>5/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                           | <b>Inquisition of Kozilek</b> ③<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev   | <b>Inquisition of Kozilek</b> ③<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev   | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                       |
| <b>Mishra's Bauble</b> ⑥<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mishra's Bauble</b> ⑥<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mishra's Bauble</b> ⑥<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mishra's Bauble</b> ⑥<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Serum Visions</div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            |

U

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash  
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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2/1

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

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3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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| <div> <b>Street Wraith</b> <span>3</span><span>B</span><span>B</span> </div> <div>Creature -- Wraith</div> <div> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/> Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Street Wraith</b> <span>3</span><span>B</span><span>B</span> </div> <div>Creature -- Wraith</div> <div> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/> Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Street Wraith</b> <span>3</span><span>B</span><span>B</span> </div> <div>Creature -- Wraith</div> <div> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/> Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Stubborn Denial</b> <span>U</span> </div> <div>Instant</div> <div> Counter target noncreature spell unless its controller pays {1}.<br/> Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    |
| <div> <b>Stubborn Denial</b> <span>U</span> </div> <div>Instant</div> <div> Counter target noncreature spell unless its controller pays {1}.<br/> Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                        | <div> <b>Stubborn Denial</b> <span>U</span> </div> <div>Instant</div> <div> Counter target noncreature spell unless its controller pays {1}.<br/> Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                        | <div> <b>Swamp</b> </div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                       | <div> <b>Tasigur, the Golden Fang</b> <span>5</span><span>B</span> </div> <div>Legendary Creature -- Human Shaman</div> <div> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> {2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand. </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

# Playtest cards - Predict - Modern (Modern League)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Temur Battle Rage</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Temur Battle Rage</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thought Scour</div><div><div>U</div></div></div> <div><div>Instant</div><div>Target player mills two cards.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                      | <div><div>Thought Scour</div><div><div>U</div></div></div> <div><div>Instant</div><div>Target player mills two cards.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                      |
| <div><div>Thought Scour</div><div><div>U</div></div></div> <div><div>Instant</div><div>Target player mills two cards.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                               | <div><div>Thought Scour</div><div><div>U</div></div></div> <div><div>Instant</div><div>Target player mills two cards.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                               | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Watery Grave</div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<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>                                                                                                                                                                                                                                                                           | <div><div>Watery Grave</div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<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>                                                                                                                                                                                                                                                                           |
| <div><div>Ceremonious Rejection</div><div>U</div></div> <div>Instant</div> <div>Counter target colorless spell.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div><div>Ceremonious Rejection</div><div>U</div></div> <div>Instant</div> <div>Counter target colorless spell.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div><div>Collective Brutality</div><div>1B</div></div> <div>Sorcery</div> <div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>Choose one or more --<br/>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>* Target creature gets -2/-2 until end of turn.<br/>* Target opponent loses 2 life and you gain 2 life.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Collective Brutality</div><div>1B</div></div> <div>Sorcery</div> <div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>Choose one or more --<br/>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>* Target creature gets -2/-2 until end of turn.<br/>* Target opponent loses 2 life and you gain 2 life.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <b>Dismember</b> (1)(BP)(BP)<br>Instant<br>({B/P} can be paid with either {B} or 2 life.)<br>Target creature gets -5/-5 until end of turn.<br><br>[sideboard]                                                                                                                 | <b>Engineered Explosives</b> (X)<br>Artifact<br>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br>{2}, Sacrifice this artifact:<br>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br><br>[sideboard]                   | <b>Izzet Staticaster</b> (1)(U)(R)<br>Creature -- Human Wizard<br>Flash (You may cast this spell any time you could cast an instant.)<br>Haste<br>{T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature.<br><br>[sideboard]                                      | <b>Kolaghan's Command</b> (1)(B)(R)<br>Instant<br>Choose two --<br>* Return target creature card from your graveyard to your hand.<br>* Target player discards a card.<br>* Destroy target artifact.<br>* Kolaghan's Command deals 2 damage to any target.<br><br>[sideboard]                                                                                                                                                             |
| <b>Kolaghan's Command</b> (1)(B)(R)<br>Instant<br>Choose two --<br>* Return target creature card from your graveyard to your hand.<br>* Target player discards a card.<br>* Destroy target artifact.<br>* Kolaghan's Command deals 2 damage to any target.<br><br>[sideboard] | <b>Kozilek's Return</b> (2)(R)<br>Instant<br>Devoid (This card has no color.)<br>Kozilek's Return deals 2 damage to each creature.<br>Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.<br><br>[sideboard] | <b>Liliana of the Veil</b> (1)(B)(B)<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br><br>[sideboard] | <b>Liliana, the Last Hope</b> (1)(B)(B)<br>Legendary Planeswalker -- Liliana<br>[+1]: Up to one target creature gets -2/-1 until your next turn.<br>[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.<br>[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                     |

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| <div> <div>Liliana, the Last Hope (1)(B)(B)</div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Up to one target creature gets -2/-1 until your next turn.</div> <div>[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.</div> <div>[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Snapcaster Mage (1)(U)</div> <div> <div>Creature -- Human Wizard</div> <div> <div>Flash</div> <div>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Stubborn Denial (U)</div> <div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {1}.</div> <div>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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