

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodghast BB Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodghast BB Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bloodghast B B Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodghast B B Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
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1 B

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more --

- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
- * Target creature gets -2/-2 until end of turn.
- * Target opponent loses 2 life and you gain 2 life.

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① ② B

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* Target creature gets -2/-2 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

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Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Draw two cards, then discard two cards.

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Flameblade Adept (R) Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flameblade Adept (R) Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flameblade Adept (R) Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flameblade Adept (R) Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MyUserNameWasTaken - 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 4/10 - 8 cards - 2.5 x 3.5 in each

Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gurmag Angler 6 B Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gurmag Angler 6 B Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gurmag Angler 6 B Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hollow One 5 Artifact Creature -- Golem This spell costs {2} less to cast for each card you've cycled or discarded this turn. Cycling {2} ({2}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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This spell costs {2} less to cast for each card you've cycled or discarded this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast
for each card you've cycled or
discarded this turn.
Cycling {2} ({2}, Discard this card:
Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast
for each card you've cycled or
discarded this turn.
Cycling {2} ({2}, Discard this card:
Draw a card.)

4/4

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Lightning Bolt deals 3 damage to any
target.
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$$(\{T\}: \text{Add } \{R\}.)$$

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

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith Creature -- Wraith 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Street Wraith Creature -- Wraith 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith Creature -- Wraith 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith Creature -- Wraith 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tasigur, the Golden Fang 5B Legendary Creature -- Human Shaman Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) {2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Back to Nature 1G Instant Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon 2R Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

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(B)

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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(B)

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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
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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

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2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

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① R R

Sweltering Suns deals 3 damage to each creature.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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