

Anafenza, Kin-Tree Spirit (W)(W) Legendary Creature -- Spirit Soldier Whenever another nontoken creature you control enters, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise (G) Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise (G) Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise (G) Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birds of Paradise (G) Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chord of Calling (X)(G)(G)(G) Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chord of Calling (X)(G)(G)(G) Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chord of Calling (X)(G)(G)(G) Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3 G

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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① ②

{T}: Add {G}.
Put a -1/-1 counter on this
creature: Untap this creature.

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0/2

① ⑥

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0/2

Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duskwatch Recruiter 1 6 Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 ---- BACK FACE ---- Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duskwatch Recruiter 1 6 Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 ---- BACK FACE ---- Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duskwatch Recruiter 1 6 Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 ---- BACK FACE ---- Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eternal Witness 1 6 6 Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness 1 6 6 Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness 1 6 6 Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gavony Township Land {T}: Add {C}. {2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① (G/W) (G/W)

When this creature enters, you gain 2 life.
Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

3/2

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G

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

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Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

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Land -- Swamp Forest

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

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Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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Land

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Land

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Legendary Creature -- God

5/5

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Legendary Creature -- Angel

3/4

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Land -- Forest Plains

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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B

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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①②

Creature -- Human Cleric

If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead.

2/1

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G W

Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

2/2

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G W

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2/2

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Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard]	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard]	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard]	Qasali Pridemage (G)(W) Creature -- Cat Wizard Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard]
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Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard]	Scavenging Ooze (1)(G) Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard]	Stony Silence (1)(W) Enchantment Activated abilities of artifacts can't be activated. [sideboard]	Stony Silence (1)(W) Enchantment Activated abilities of artifacts can't be activated. [sideboard]
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Tidehollow Sculler W B Artifact Creature -- Zombie When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tidehollow Sculler W B Artifact Creature -- Zombie When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worship 3 W Enchantment If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

Playtest cards - 7up_sng - 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 10/10 - 3 cards - 2.5 x 3.5 in each