

Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mantis Rider (U)(R)(W) Creature -- Human Monk Flying, vigilance, haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mantis Rider (U)(R)(W) Creature -- Human Monk Flying, vigilance, haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mantis Rider (U)(R)(W) Creature -- Human Monk Flying, vigilance, haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mantis Rider (U)(R)(W) Creature -- Human Monk Flying, vigilance, haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HashtagWinning - 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 3/10 - 8 cards - 2.5 x 3.5 in each

Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Militia Bugler (2)(W) Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler (2)(W) Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noble Hierarch (G) Creature -- Human Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noble Hierarch (G) Creature -- Human Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarchy (G) Creature -- Human Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noble Hierarchy (G) Creature -- Human Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phantasmal Image (1)(U) Creature -- Illusion You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it." 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phantasmal Image (1)(U) Creature -- Illusion You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it." 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Reflector Mage 1 W U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflector Mage 1 W U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflector Mage 1 W U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.

{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Creature -- Human Soldier
First strike
Noncreature spells cost {1} more to cast.

2/1

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Noncreature spells cost {1} more to cast.

2/1

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

2/1

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control.

Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control.

Whenever another Human you control enters, put a +1/+1 counter on this creature.

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Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Damping Sphere② Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere② Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage① Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage① Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gut Shot (RP) Instant ({R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gut Shot (RP) Instant ({R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Izzet Staticaster (1)(U)(R) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Izzet Staticaster (1)(U)(R) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kataki, War's Wage (1)(W) Legendary Creature -- Spirit All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}." [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kataki, War's Wage (1)(W) Legendary Creature -- Spirit All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}." [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sin Collector1WB Creature -- Human Cleric When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it and exile that card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sin Collector1WB Creature -- Human Cleric When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it and exile that card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sin Collector1WB Creature -- Human Cleric When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it and exile that card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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