

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

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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, and that spell can't be countered.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Soldier

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

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Parish (W) Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) 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

Playtest cards - wordsarewind - 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

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	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

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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 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	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	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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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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	Plains Basic Land -- Plains ({T}: Add {W}.) 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
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	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Guardian of Thraben 1 W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben 1 W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Heretic Cathar 2 W Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Heretic Cathar 2 W Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thalia's Lieutenant 1 W 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 botbox.dev	Thalia's Lieutenant 1 W 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 botbox.dev	Thalia's Lieutenant 1 W 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 botbox.dev	Thalia's Lieutenant 1 W 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 botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Anafenza, the Foremost (W)(B)(G) Legendary Creature -- Human Soldier Whenever Anafenza attacks, put a +1/+1 counter on another target tapped creature you control. If a nontoken creature an opponent owns would die or a creature card not on the battlefield would be put into an opponent's graveyard, exile that card instead. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Auriok Champion (W)(W) Creature -- Human Cleric Protection from black and from red Whenever another creature enters, you may gain 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Auriok Champion (W)(W) Creature -- Human Cleric Protection from black and from red Whenever another creature enters, you may gain 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember (1)(BP)(BP) Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [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

Sin Collector 1 W B 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 PLAY botbox.dev	Whirler Rogue 2 U U Creature -- Human Rogue Artificer When this creature enters, create two 1/1 colorless Thopter artifact creature tokens with flying. Tap two untapped artifacts you control: Target creature can't be blocked this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whirler Rogue 2 U U Creature -- Human Rogue Artificer When this creature enters, create two 1/1 colorless Thopter artifact creature tokens with flying. Tap two untapped artifacts you control: Target creature can't be blocked this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each