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| <b>All That Glitters</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.                                                                                                                | <b>All That Glitters</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.                                                                                                                | <b>Daybreak Coronet</b> (W)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature with another Aura attached to it<br>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) | <b>Daybreak Coronet</b> (W)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature with another Aura attached to it<br>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) |
| 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                                                                                                                                                                                                                                       |
| <b>Daybreak Coronet</b> (W)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature with another Aura attached to it<br>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) | <b>Daybreak Coronet</b> (W)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature with another Aura attached to it<br>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) | <b>Dryad Arbor</b><br><hr/> Land Creature -- Forest Dryad<br><hr/> (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")                                                                                                                            | <b>Ethereal Armor</b> (W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.                                                                                                                 |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       |

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| <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike. | <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike. | <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike. | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)                                                                                                       |
| <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.)          | <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.)          | <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.)          | <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.) |
| <div>1/1</div>                                                                                                                                                                      | <div>1/1</div>                                                                                                                                                                      | <div>1/1</div>                                                                                                                                                                      | <div>1/1</div>                                                                                                                                                             |
| 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>Gryff's Boon</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+0 and has flying.<br/>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gryff's Boon</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+0 and has flying.<br/>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gryff's Boon</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+0 and has flying.<br/>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gryff's Boon</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+0 and has flying.<br/>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |

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| <div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kor Spiritdancer</div><div>Creature -- Kor Wizard</div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kor Spiritdancer</div><div>Creature -- Kor Wizard</div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Kor Spiritdancer</div><div>Creature -- Kor Wizard</div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Kor Spiritdancer</div><div>Creature -- Kor Wizard</div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |

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| <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |

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| <div><div><div>Slippery Bogle</div><div>6/11</div></div><div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                      | <div><div><div>Slippery Bogle</div><div>6/11</div></div><div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                      | <div><div><div>Slippery Bogle</div><div>6/11</div></div><div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                      | <div><div><div>Slippery Bogle</div><div>6/11</div></div><div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                      |
| <div><div><div>Spider Umbra</div><div>6</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spider Umbra</div><div>6</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spider Umbra</div><div>6</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spider Umbra</div><div>6</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Spirit Link</div><div>Enchantment -- Aura</div><div>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) Whenever enchanted creature deals damage, you gain that much life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirit Link</div><div>Enchantment -- Aura</div><div>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) Whenever enchanted creature deals damage, you gain that much life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirit Mantle</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has protection from creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Spirit Mantle</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has protection from creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |
| <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                |
| <div>Damping Sphere②</div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Damping Sphere②</div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaddock TeegⓖⓈ</div> <div>Legendary Creature -- Kithkin Advisor</div> <div>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaddock TeegⓖⓈ</div> <div>Legendary Creature -- Kithkin Advisor</div> <div>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - dbroncs1 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Kor Firewalker</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Protection from red</div> <div>Whenever a player casts a red spell, you may gain 1 life.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                               | <div> <div>Kor Firewalker</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Protection from red</div> <div>Whenever a player casts a red spell, you may gain 1 life.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Kor Firewalker</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Protection from red</div> <div>Whenever a player casts a red spell, you may gain 1 life.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Kor Firewalker</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Protection from red</div> <div>Whenever a player casts a red spell, you may gain 1 life.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Lurrus of the Dream-Den</div> <div> <div>1</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Legendary Creature -- Cat Nightmare</div> <div> <div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</div> <div>Lifelink</div> <div>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Seal of Primordium</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                             | <div> <div>Seal of Primordium</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                             | <div> <div>Seal of Primordium</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                             |

Playtest cards - dbrons1 - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Soul-Guide Lantern</div> <div>①</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div>①</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div>①</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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