

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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev
Autochthon Wurm 19GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autochthon Wurm 19GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autochthon Wurm 19GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autochthon Wurm 19GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calibrated Blast (2)(R) Instant Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calibrated Blast (2)(R) Instant Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calibrated Blast (2)(R) Instant Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Tower Land -- Plains Island Swamp {T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - xSnivy - 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 5/10 - 8 cards - 2.5 x 3.5 in each

12

Domain -- This spell costs {2} less to cast for each basic land type among lands you control.

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

12

Domain -- This spell costs {2} less to cast for each basic land type among lands you control.

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

13 B B

If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

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Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spara's Headquarters Land -- Forest Plains Island ($\{T\}$): Add $\{G\}$, $\{W\}$, or $\{U\}$.) This land enters tapped. Cycling $\{3\}$ ($\{3\}$, Discard this card: Draw a card.) 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	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Throes of Chaos Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Throes of Chaos 3 R Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Ziatora's Proving Ground Land -- Swamp Mountain Forest {T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Desert

Land - - Desert

{T}: Add {C}.
{T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keruga, the Macrosage 3 G/U G/U

Legendary Creature -- Dinosaur Hippo

Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.

[sidebar]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephelia Academy

Land

If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else.

{T}: Add {C}.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephelia Academy

Land

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{T}: Add **{C}**.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Land

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

When this land enters, you gain 2 life.
{T}: Add {C}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

When this land enters, you gain 2 life.
 {T}: Add {C}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

When this land enters, you gain 2 life.
{T}: Add {C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Through the Breach (4) (R)

Instant -- Arcane

You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice that creature at the beginning of the next end step.

Splice onto Arcane {2}{R}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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