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| <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div> <p>{T}: Add {G} or {U}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Dromoka's CommandG W</div> <div>Instant</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Prevent all damage target instant or sorcery spell would deal this turn.</li> <li>* Target player sacrifices an enchantment of their choice.</li> <li>* Put a +1/+1 counter on target creature.</li> <li>* Target creature you control fights target creature you don't control.</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flooded Strand</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flooded Strand</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <div>Flooded Strand</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flooded Strand</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                           | <div>Forest</div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <div>Invasion of Tarkir1 R</div> <div>Battle -- Siege</div> <div> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</p> <p>When this Siege enters, reveal any number of Dragon cards from your hand. When you do, this Siege deals X plus 2 damage to any other target, where X is the number of cards revealed this way. (X can be 0.)</p> </div> <div>D 5</div> <div>----- BACK FACE -----</div> <div>Defiant Thundermaw</div> <div>Creature -- Dragon</div> <div> <p>Flying, trample</p> <p>Whenever a Dragon you control attacks, it deals 2 damage to any target.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - claudioh - Modern (Modern Challenge)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Invasion of Tarkir<div>①Ⓡ</div></div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)<br/>When this Siege enters, reveal any number of Dragon cards from your hand. When you do, this Siege deals X plus 2 damage to any other target, where X is the number of cards revealed this way. (X can be 0.)</div><div>D 5</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Defiant Thundermaw</div><div>Creature -- Dragon</div><div>Flying, trample<br/>Whenever a Dragon you control attacks, it deals 2 damage to any target.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Leyline Binding<div>⑤Ⓢ</div></div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Leyline Binding<div>⑤Ⓢ</div></div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Leyline Binding<div>⑤Ⓢ</div></div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Leyline Binding<div>⑤Ⓢ</div></div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                               | <div><div><div>Lightning Bolt<div>Ⓡ</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div><div>Lightning Bolt<div>Ⓡ</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div><div>Lightning Bolt<div>Ⓡ</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                       |

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| <div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>4/4</div> </div>                                                                                         | <div> <div>Migloz, Maze Crusher</div> <div>Legendary Creature -- Phyrexian Beast</div> <div>Migloz enters with five oil counters on it.<br/>{1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn.<br/>{2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn.<br/>{3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment.</div> <div>4/4</div> </div> | <div> <div>Nishoba Brawler</div> <div>Creature -- Cat Warrior</div> <div>Trample<br/>Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.</div> <div>* / 3</div> </div> | <div> <div>Nishoba Brawler</div> <div>Creature -- Cat Warrior</div> <div>Trample<br/>Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.</div> <div>* / 3</div> </div>                                                                                                                                                                                                                                                                  |
| <div> <div>Nishoba Brawler</div> <div>Creature -- Cat Warrior</div> <div>Trample<br/>Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.</div> <div>* / 3</div> </div> | <div> <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div></div> </div>                                                                                                                                                                                                                                         | <div> <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div></div> </div>                                                                                                                      | <div> <div>Ragavan, Nimble Pilferer</div> <div>Legendary Creature -- Monkey Pirate</div> <div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div> <div>2/1</div> </div> |

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| <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Sacred Foundry</div> <div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                       |
| <div> <div>Savai Triome</div> <div> <div>Land -- Mountain Plains Swamp</div> <div> ({T}: Add {R}, {W}, or {B}.)<br/> This land enters tapped.<br/> Cycling {3} ({3}, Discard this card: Draw a card.) </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Scion of Draco <sup>12</sup></div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> 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. </div> <div>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                         | <div> <div>Scion of Draco <sup>12</sup></div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> 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. </div> <div>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                         | <div> <div>Scion of Draco <sup>12</sup></div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> 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. </div> <div>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - claudiah - Modern (Modern Challenge)

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

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| <div> <div>Scion of Draco</div> <div> <div>12</div> </div> </div> <div>Artifact Creature -- Dragon</div> <div> <p>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.</p> <p>Flying</p> <p>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.</p> </div> <div> <div>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Steam Vents</div> </div> <div>Land -- Island Mountain</div> <div> <p>{T}: Add {U} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div> <div>Stubborn Denial</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {1}.</p> <p>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Stubborn Denial</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {1}.</p> <p>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                     |
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**RG**

Domain -- Territorial Kavus's power and toughness are each equal to the number of basic land types among lands you control.

\* Discard a card. If you do, draw a card.

\* Exile up to one target card from a graveyard.

\* / \*

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RG

Domain -- Territorial Kav'u's power and toughness are each equal to the number of basic land types among lands you control.

- \* Discard a card. If you do, draw a card.
- \* Exile up to one target card from a graveyard.

**\* / \***

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RG

Domain -- Territorial Kav'u's power and toughness are each equal to the number of basic land types among lands you control.

\* Discard a card. If you do, draw a card.

\* Exile up to one target card from a graveyard.

**\* / \***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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①R

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

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① R

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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① R

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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① R

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

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**G**

This creature gets +1/+1 as long as you control a Mountain.  
This creature gets +1/+1 as long as you control a Plains.

1/1

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| <div>Wild Nacatl</div> <div> <div>6</div> </div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wild Nacatl</div> <div> <div>6</div> </div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wild Nacatl</div> <div> <div>6</div> </div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    |
| <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Wooded Foothills</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <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>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>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 |
| <div>Chained to the Rocks</div> <div>Enchantment -- Aura</div> <div>Enchant Mountain you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. (That creature returns under its owner's control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chained to the Rocks</div> <div>Enchantment -- Aura</div> <div>Enchant Mountain you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. (That creature returns under its owner's control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flusterstorm</div> <div>Instant</div> <div>Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flusterstorm</div> <div>Instant</div> <div>Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |





## Tear Asunder

①⑥

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

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## Teferi, Time Raveler

①WU

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

[sideboard]

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## Veil of Summer

⑥

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

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