

<div> An Offer You Can't Refuse  </div> <div>Instant</div> <div> <p>Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Desperate Ritual   </div> <div>Instant -- Arcane</div> <div> <p>Add {R}{R}{R}. Splice onto Arcane {1}{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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Desperate Ritual   </div> <div>Instant -- Arcane</div> <div> <p>Add {R}{R}{R}. Splice onto Arcane {1}{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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Desperate Ritual   </div> <div>Instant -- Arcane</div> <div> <p>Add {R}{R}{R}. Splice onto Arcane {1}{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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Playtest cards - Breezy - 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 1/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Disciple of Freyalise</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> <div>3/3</div> </div> <div> <div>----- BACK FACE -----</div> <div>Garden of Freyalise</div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Engineered Explosives</div> <div>X</div> </div> <div> <div>Artifact</div> <div> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Goblin Charbelcher</div> <div>4</div> </div> <div> <div>Artifact</div> <div> <p>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Goblin Charbelcher</div> <div>4</div> </div> <div> <div>Artifact</div> <div> <p>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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① R R R

Add seven {R}. You can cast only one more spell this turn.

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① R/G

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

Add two mana in any combination of colors.
Draw a card.

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①

Counter target spell.
At the beginning of your next upkeep, pay $\{3\}\{U\}\{U\}$. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

Counter target spell.
At the beginning of your next upkeep, pay $\{3\}\{U\}\{U\}$. If you don't, you lose the game.

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③R R

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, return target instant or sorcery card from your graveyard to your hand.

2/2

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Breezy - Modern (Modern League) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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<div><div>Recross the Paths</div><div>26</div></div> <div>Sorcery</div> <div>Reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield and the rest on the bottom of your library in any order. Clash with an opponent. If you win, return Recross the Paths to its owner's hand. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Recross the Paths</div><div>26</div></div> <div>Sorcery</div> <div>Reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield and the rest on the bottom of your library in any order. Clash with an opponent. If you win, return Recross the Paths to its owner's hand. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Recross the Paths</div><div>26</div></div> <div>Sorcery</div> <div>Reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield and the rest on the bottom of your library in any order. Clash with an opponent. If you win, return Recross the Paths to its owner's hand. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Reforge the Soul</div><div>3RR</div></div> <div>Sorcery</div> <div>Each player discards their hand, then draws seven cards. Miracle {1}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Ruby Medallion</div><div>2</div></div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shatterskull Smashing</div><div>XR</div></div> <div>Sorcery</div> <div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div> <div>----- BACK FACE -----</div> <div><div>Shatterskull, the Hammer Pass</div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shatterskull Smashing</div><div>XR</div></div> <div>Sorcery</div> <div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div> <div>----- BACK FACE -----</div> <div><div>Shatterskull, the Hammer Pass</div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shatterskull Smashing</div><div>XR</div></div> <div>Sorcery</div> <div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div> <div>----- BACK FACE -----</div> <div><div>Shatterskull, the Hammer Pass</div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Shatterskull Smashing (X)(R)(R)</div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div><div>----- BACK FACE -----</div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sink into Stupor (1)(U)(U)</div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strike It Rich (R)</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div>Strike It Rich</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strike It Rich (R)</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div>Strike It Rich</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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($\{R/G\}$ can be paid with either $\{R\}$ or $\{G\}$.)

Sacrifice this creature: Add one mana of any color.

1/1

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1/1

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②③

You may play a card you own from outside the game this turn.

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3 B

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

[sideboard]

2/3

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②⑧

Nonbasic lands are Mountains.

[sidebar]

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sideboard]

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®

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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[sidebar]
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② W W

If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)

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

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[sidebar]
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[sidebar]

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[sidebar]

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②③

Nonbasic lands are Mountains.

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[sidebar]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Counter target spell.
At the beginning of your next
upkeep, pay {3}{U}{U}. If you don't,
you lose the game.

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[sidebar]
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Thassa's Oracle

U U

Creature -- Merfolk Wizard

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

[sideboard]

1/3

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Underworld Breach

1 R

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)
At the beginning of the end step, sacrifice this enchantment.

[sideboard]

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Veil of Summer

G

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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