

<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) 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>Flare of Denial</div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flare of Denial</div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flare of Denial</div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Harrier Strix</div><div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Harrier Strix</div><div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Hope of Ghirapur</div><div><div>1</div></div></div> <div><div>Legendary Artifact Creature -- Thopter</div><div>Flying Sacrifice Hope of Ghirapur: Until your next turn, target player who was dealt combat damage by Hope of Ghirapur this turn can't cast noncreature spells.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Hydroelectric Specimen</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Weird</div><div>Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div></div> <div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>Hydroelectric Laboratory</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ice-Fang Coatl</div><div><div>G</div><div>U</div></div></div> <div><div>Snow Creature -- Snake</div><div>Flash Flying When this creature enters, draw a card. This creature has deathtouch as long as you control at least three other snow permanents.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ice-Fang Coatl</div><div><div>G</div><div>U</div></div></div> <div><div>Snow Creature -- Snake</div><div>Flash Flying When this creature enters, draw a card. This creature has deathtouch as long as you control at least three other snow permanents.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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Moon-Circuit Hacker ①①① Enchantment Creature -- Human Ninja Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom ①⑥① Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom ①⑥① Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom ①⑥① Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<p>Ninja of the Deep Hours ③①①</p> <p>Creature -- Human Ninja</p> <p>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Prismatic Vista</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Prismatic Vista</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Shuko ①</p> <p>Artifact -- Equipment</p> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Sink into Stupor ①①①</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sink into Stupor ①①①</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Snow-Covered Forest</p> <p>Basic Snow Land -- Forest</p> <p>({T}: Add {G}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Snow-Covered Island</p> <p>Basic Snow Land -- Island</p> <p>({T}: Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Hluca - 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

Basic Snow Land -- Island

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Creature -- Siren Pirate

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<p>Spyglass Siren U</p> <p>Creature -- Siren Pirate</p> <p>Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Subtlety 2UU</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Subtlety 2UU</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Subtlety 2UU</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div><div><div>Aether Gust</div><div>Instant</div></div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aether Gust</div><div>Instant</div></div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Commandeer</div><div>Instant</div></div><div>You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Commandeer</div><div>Instant</div></div><div>You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

① BP BP

{B/P} can be paid with either {B}
or 2 life.)
Target creature gets -5/-5 until end
of turn.

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① ② ③

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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①

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Stone of Erech</div><div>1</div><div>Legendary Artifact</div><div>If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thieving Skydiver</div><div>1U</div><div>Creature -- Merfolk Rogue</div><div>Kicker {X}. X can't be 0. (You may pay an additional {X} as you cast this spell.) Flying When this creature enters, if it was kicked, gain control of target artifact with mana value X or less. If that artifact is an Equipment, attach it to this creature.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thieving Skydiver</div><div>1U</div><div>Creature -- Merfolk Rogue</div><div>Kicker {X}. X can't be 0. (You may pay an additional {X} as you cast this spell.) Flying When this creature enters, if it was kicked, gain control of target artifact with mana value X or less. If that artifact is an Equipment, attach it to this creature.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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