

**Playtest cards - summon\_legend - Modern (Modern Challenge 64)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {B}.

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## Ephemerate

W

Instant

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

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| <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fetid Heath</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{W/B}, {T}: Add {W}{W}, {W}{B}, or {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         | <div><div>Fetid Heath</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{W/B}, {T}: Add {W}{W}, {W}{B}, or {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         |
| <div><div>Godless Shrine</div></div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.<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>Godless Shrine</div></div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.<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>Godless Shrine</div></div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.<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>Godless Shrine</div></div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.<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> |

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| <p><b>Grief</b> (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          | <p><b>Grief</b> (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          | <p><b>Grief</b> (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          | <p><b>Grief</b> (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          |
| <p><b>Guide of Souls</b> (W)</p> <p>Creature -- Human Cleric</p> <p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).<br/>Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Guide of Souls</b> (W)</p> <p>Creature -- Human Cleric</p> <p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).<br/>Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Guide of Souls</b> (W)</p> <p>Creature -- Human Cleric</p> <p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).<br/>Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Guide of Souls</b> (W)</p> <p>Creature -- Human Cleric</p> <p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).<br/>Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Marsh Flats</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                           | <div> <div>Marsh Flats</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                           | <div> <div>Marsh Flats</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                           | <div> <div>Marsh Flats</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                           |
| <div> <div> <div>Ocelot Pride</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> First strike, lifelink<br/> Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/> At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Ocelot Pride</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> First strike, lifelink<br/> Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/> At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Ocelot Pride</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> First strike, lifelink<br/> Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/> At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Ocelot Pride</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> First strike, lifelink<br/> Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/> At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <b>Orcish Bowmasters</b> 1B<br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Orcish Bowmasters</b> 1B<br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Orcish Bowmasters</b> 1B<br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                      | <b>Orcish Bowmasters</b> 1B<br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                      |
| <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                        | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                        | <b>Ranger-Captain of Eos</b> 1WW<br><hr/> Creature -- Human Soldier Ranger<br><hr/> When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ranger-Captain of Eos</b> 1WW<br><hr/> Creature -- Human Soldier Ranger<br><hr/> When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</p> <p>Evoke--Exile a white card from your hand.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                 | <div> <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</p> <p>Evoke--Exile a white card from your hand.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                 | <div> <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</p> <p>Evoke--Exile a white card from your hand.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Solitude 3WW</div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</p> <p>Evoke--Exile a white card from your hand.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                   | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                   | <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                |
| <div>Break the Ice</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Break the Ice</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Break the Ice</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Break the Ice</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Damping Matrix</b> <span>3</span> </div> <div>Artifact</div> <div> <p>Activated abilities of artifacts and creatures can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                           | <div> <b>Damping Matrix</b> <span>3</span> </div> <div>Artifact</div> <div> <p>Activated abilities of artifacts and creatures can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                           | <div> <b>Fatal Push</b> <span>B</span> </div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         | <div> <b>Fatal Push</b> <span>B</span> </div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         |
| <div> <b>Sanctifier en-Vec</b> <span>W</span><span>W</span> </div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>When this creature enters, exile all cards that are black or red from all graveyards.</p> <p>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sanctifier en-Vec</b> <span>W</span><span>W</span> </div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>When this creature enters, exile all cards that are black or red from all graveyards.</p> <p>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sanctifier en-Vec</b> <span>W</span><span>W</span> </div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>When this creature enters, exile all cards that are black or red from all graveyards.</p> <p>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sanctifier en-Vec</b> <span>W</span><span>W</span> </div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>When this creature enters, exile all cards that are black or red from all graveyards.</p> <p>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Suncleanser</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>When this creature enters, choose one --</div> <div> <div>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</div> <div>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</div> </div> <div>[sideboard]</div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Suncleanser</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>When this creature enters, choose one --</div> <div> <div>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</div> <div>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</div> </div> <div>[sideboard]</div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |  |
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