

<div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodstained Mire</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>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 PLAYbotbox.dev</div></div>	<div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>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 PLAYbotbox.dev</div></div>	<div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>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 PLAYbotbox.dev</div></div>	<div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div><p>Add {R}{R}{R}.</p><p>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 PLAYbotbox.dev</div></div>

<div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Glimpse the Impossible 2R</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Glimpse the Impossible 2R</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Glimpse the Impossible 2R</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Grapeshot 1R</div><div>Sorcery</div><div>Grapeshot deals 1 damage to any target.</div><div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Manamorphose 1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.</div><div>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Manamorphose 1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.</div><div>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Manamorphose</div><div>1R/G</div></div><div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Manamorphose</div><div>1R/G</div></div><div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Past in Flames</div><div>3R</div></div><div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Past in Flames</div><div>3R</div></div><div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Past in Flames</div><div>3R</div></div><div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

Playtest cards - TonyScapone - Modern (Modern League) sheet 4/10 - 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.

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<div><div>Ruby Medallion②</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><div>Ruby Medallion②</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><div>Ruby Medallion②</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><div>Ruby Medallion②</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><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) 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>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shatterskull SmashingⓧⓇⓇ</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>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><div><div>Shatterskull Smashing</div><div>X</div><div>R</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>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Stomping Ground</div></div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>----- BACK FACE -----</div><div><div>Valakut Awakening</div><div>2</div><div>R</div></div><div>Instant</div><div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div><div>----- BACK FACE -----</div><div><div>Valakut Stoneforge</div><div>Land</div><div>This land enters tapped. {T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><div><div>Wish</div><div>2</div><div>R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>----- BACK FACE -----</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Abrade</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Alchemist's Gambit</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Cleave {4}{U}{U}{R} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Take an extra turn after this one. During that turn, damage can't be prevented. [At the beginning of that turn's end step, you lose the game.] Exile Alchemist's Gambit.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Brotherhood's End</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Empty the Warrens</div><div><div>3</div><div>R</div></div></div> <div>Sorcery</div> <div>Create two 1/1 red Goblin creature tokens. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Flame Slash</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Flame Slash deals 4 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flame Slash</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Flame Slash deals 4 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Get Lost</div><div><div>1W</div></div></div> <div>Instant</div> <div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Glimpse the Impossible</div><div><div>2R</div></div></div> <div>Sorcery</div> <div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Grapeshot</div><div><div>1R</div></div></div> <div>Sorcery</div> <div>Grapeshot deals 1 damage to any target. 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><div>Past in Flames</div><div><div>3R</div></div></div> <div>Sorcery</div> <div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phlage, Titan of Fire's Fury</div><div><div>1RW</div></div></div> <div>Legendary Creature -- Elder Giant</div> <div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phlage, Titan of Fire's Fury</div><div><div>1RW</div></div></div> <div>Legendary Creature -- Elder Giant</div> <div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact.

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① ② R

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.

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①②

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

- - - RIGHT HALF - - -

W

Destroy target enchantment.
Fuse (You may cast one or both halves
of this card from your hand.)

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