

<p>Allosaurus Rider (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Allosaurus Rider (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Allosaurus Rider (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Allosaurus Rider (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Autochthon Wurm (10)(G)(G)(G)(W)(W)</p> <p>Creature -- Wurm</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Trample</p> <p>9/14</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Autochthon Wurm (10)(G)(G)(G)(W)(W)</p> <p>Creature -- Wurm</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Trample</p> <p>9/14</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Breeding Pool</p> <p>Land -- Forest Island</p> <p>([T]: Add [G] or [U].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chancellor of the Tangle (4)(G)(G)(G)</p> <p>Creature -- Phyrexian Beast</p> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add [G].</p> <p>Reach, vigilance</p> <p>6/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - katabami2 - 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

<p>Chancellor of the Tangle ④⑥⑥⑥</p> <p>Creature -- Phyrexian Beast</p> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}.</p> <p>Reach, vigilance</p> <p>6/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chancellor of the Tangle ④⑥⑥⑥</p> <p>Creature -- Phyrexian Beast</p> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}.</p> <p>Reach, vigilance</p> <p>6/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chancellor of the Tangle ④⑥⑥⑥</p> <p>Creature -- Phyrexian Beast</p> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}.</p> <p>Reach, vigilance</p> <p>6/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Disciple of Freyalise ③⑥⑥⑥</p> <p>Creature -- Elf Druid</p> <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> <p>3/3</p> <p>--- BACK FACE ---</p> <p>Garden of Freyalise</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Disciple of Freyalise ③⑥⑥⑥</p> <p>Creature -- Elf Druid</p> <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> <p>3/3</p> <p>--- BACK FACE ---</p> <p>Garden of Freyalise</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Edge of Autumn ①⑥</p> <p>Sorcery</p> <p>If you control four or fewer lands, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling--Sacrifice a land. (Sacrifice a land, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Edge of Autumn ①⑥</p> <p>Sorcery</p> <p>If you control four or fewer lands, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling--Sacrifice a land. (Sacrifice a land, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Eldritch Evolution ①⑥⑥</p> <p>Sorcery</p> <p>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

<div> Eldritch Evolution 1GG </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Eldritch Evolution 1GG </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Eldritch Evolution 1GG </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Endurance 1GG </div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Fortifying Draught G </div> <div>Instant</div> <div> <p>You gain 2 life. Target creature gets +X/+X until end of turn, where X is the amount of life you gained this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ghalta, Stampede Tyrant 5GGG </div> <div>Legendary Creature -- Elder Dinosaur</div> <div> <p>Trample When Ghalta enters, put any number of creature cards from your hand onto the battlefield.</p> </div> <div> <div>12/12</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Griselbrand 4BBB </div> <div>Legendary Creature -- Demon</div> <div> <p>Flying, lifelink Pay 7 life: Draw seven cards.</p> </div> <div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hedge Maze </div> <div>Land -- Forest Island</div> <div> <p>{T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

G

Tap three untapped Elves you control: Add {G}{G}{G}.

1/1

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G U

Sorcery

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G U

Sorcery

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Neoform</div><div><div>G</div><div>U</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Neoform</div><div><div>G</div><div>U</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Nourishing Shoal</div><div><div>X</div><div>G</div><div>G</div></div></div> <div>Instant -- Arcane</div> <div>You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Nourishing Shoal</div><div><div>X</div><div>G</div><div>G</div></div></div> <div>Instant -- Arcane</div> <div>You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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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

G U

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G U

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>Snow-Covered Forest</div> <div>Basic Snow Land -- Forest</div> <div>({T} : Add {G} .)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Snow-Covered Island</div> <div>Basic Snow Land -- Island</div> <div>({T} : Add {U} .)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Springleaf Drum</div> <div>Artifact</div> <div>{T}, Tap an untapped creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Summoner's Pact</div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Summoner's Pact</div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Summoner's Pact</div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Summoner's Pact</div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Thrasta, Tempest's Roar (10)(G)(G) </div> <div> Legendary Creature -- Dinosaur </div> <div> <p>This spell costs {3} less to cast for each other spell cast this turn. Trample, haste</p> <p>Trample over planeswalkers (This creature can deal excess combat damage to the controller of the planeswalker it's attacking.) Thrasta has hexproof as long as it entered this turn.</p> </div> <div> <div>7/7</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Veil of Summer (G) </div> <div> Instant </div> <div> <p>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.)</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Veil of Summer (G) </div> <div> Instant </div> <div> <p>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.)</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Veil of Summer (G) </div> <div> Instant </div> <div> <p>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.)</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Archon of Cruelty (6)(B)(B) </div> <div> Creature -- Archon </div> <div> <p>Flying</p> <p>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Gaea's Blessing (1)(G) </div> <div> Sorcery </div> <div> <p>Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Leyline of Sanctity (2)(W)(W) </div> <div> Enchantment </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div><div>Leyline of Sanctity 2WW</div><div>Enchantment</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Sanctity 2WW</div><div>Enchantment</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Sanctity 2WW</div><div>Enchantment</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Nature's Claim G</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Nature's Claim G</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Nature's Claim G</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Nature's Claim G</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pact of Negation 0</div><div>Instant</div><div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Pact of Negation0</div> <div>Instant</div> <div> Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Veil of Summer6</div> <div>Instant</div> <div> 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.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Weather the Storm16</div> <div>Instant</div> <div> You gain 3 life. 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 PLAY botbox.dev </div> </div>	