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| <div><div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Ajani, Nacatl Pariah1W</div><div>Legendary Creature -- Cat Warrior</div><div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div></div></div> <div>1/2</div> <div>----- BACK FACE -----</div> <div><div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div></div></div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Ajani, Nacatl Pariah1W</div><div>Legendary Creature -- Cat Warrior</div><div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div></div></div> <div>1/2</div> <div>----- BACK FACE -----</div> <div><div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div></div></div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>Ajani, Nacatl Pariah1W</div><div>Legendary Creature -- Cat Warrior</div><div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div></div></div> <div>1/2</div> <div>----- BACK FACE -----</div> <div><div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div></div></div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Ajani, Nacatl Pariah1W</div><div>Legendary Creature -- Cat Warrior</div><div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div></div></div> <div>1/2</div> <div>----- BACK FACE -----</div> <div><div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div></div></div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Amped Raptor1R</div><div>Creature -- Dinosaur</div><div>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div></div></div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Amped Raptor1R</div><div>Creature -- Dinosaur</div><div>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div></div></div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |

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| <b>Amped Raptor</b> <span>1</span> <span>R</span><br>Creature -- Dinosaur<br><hr/> First strike<br>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Amped Raptor</b> <span>1</span> <span>R</span><br>Creature -- Dinosaur<br><hr/> First strike<br>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Arena of Glory</b><br>Land<br><hr/> This land enters tapped unless you control a Mountain.<br>{T}: Add {R}.<br>{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.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Arid Mesa</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Arid Mesa</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                       | <b>Arid Mesa</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                       | <b>Arid Mesa</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                 | <b>Blood Crypt</b><br>Land -- Swamp Mountain<br><hr/> ({T}: Add {B} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>              |

Playtest cards - Ichibahn - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Chthonian Nightmare</div><div>Enchantment</div><div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chthonian Nightmare</div><div>Enchantment</div><div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Chthonian Nightmare</div><div>Enchantment</div><div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) 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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fulminator Mage</div><div>Creature -- Elemental Shaman</div><div>Sacrifice this creature: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      | <div><div><div>Fulminator Mage</div><div>Creature -- Elemental Shaman</div><div>Sacrifice this creature: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      |

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Sacrifice this creature: Destroy target nonbasic land.

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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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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**Sacrifice a creature:** This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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>Godless Shrine</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> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                                                                                                                                            | <div> <div>Guide of Souls</div> <div>Creature -- Human Cleric</div> <div>           Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). 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.         </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div>Guide of Souls</div> <div>Creature -- Human Cleric</div> <div>           Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). 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.         </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div>Guide of Souls</div> <div>Creature -- Human Cleric</div> <div>           Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). 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.         </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> |
| <div> <div>Guide of Souls</div> <div>Creature -- Human Cleric</div> <div>           Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). 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.         </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div>                                                                                                                                                                             |

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                    | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Ocelot Pride</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ocelot Pride</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ocelot Pride</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ocelot Pride</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orcish Bowmasters</div><div>Creature -- Orc Archer</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Orcish Bowmasters</div><div>Creature -- Orc Archer</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          |

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| <b>Orcish Bowmasters</b> 1B<br>Creature -- Orc Archer<br>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>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                          | <b>Orcish Bowmasters</b> 1B<br>Creature -- Orc Archer<br>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>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phlage, Titan of Fire's Fury</b> 1RW<br>Legendary Creature -- Elder Giant<br>When Phlage enters, sacrifice it unless it escaped.<br>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>Phlage, Titan of Fire's Fury</b> 1RW<br>Legendary Creature -- Elder Giant<br>When Phlage enters, sacrifice it unless it escaped.<br>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      |
| <b>Phlage, Titan of Fire's Fury</b> 1RW<br>Legendary Creature -- Elder Giant<br>When Phlage enters, sacrifice it unless it escaped.<br>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                     | <b>Ragavan, Nimble Pilferer</b> R<br>Legendary Creature -- Monkey Pirate<br>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ragavan, Nimble Pilferer</b> R<br>Legendary Creature -- Monkey Pirate<br>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Ichibahn - 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.

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| <div><div><b>Raucous Theater</b></div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><b>Sacred Foundry</b></div><div>Land -- Mountain Plains</div><div>([T]): Add [R] or [W].)<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><div><b>Sacred Foundry</b></div><div>Land -- Mountain Plains</div><div>([T]): Add [R] or [W].)<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><div><b>Swamp</b></div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |
| <div><div><b>Fatal Push</b><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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fatal Push</b><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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fatal Push</b><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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fulminator Mage</b><div>1B/RB/R</div></div><div>Creature -- Elemental Shaman</div><div>Sacrifice this creature: Destroy target nonbasic land.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                          | <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                          | <div> <div>Ob Nixilis, the Adversary</div> <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Nixilis</div> <div> Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) </div> <div> <div>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</div> <div>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</div> <div>[-7]: Target player draws seven cards and loses 7 life.</div> </div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Ob Nixilis, the Adversary</div> <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Nixilis</div> <div> Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) </div> <div> <div>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</div> <div>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</div> <div>[-7]: Target player draws seven cards and loses 7 life.</div> </div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Suncleanser</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</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>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Suncleanser</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</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>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) </div> <div> Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                    |

# Playtest cards - Ichibahn - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Surgical ExtractionBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Surgical ExtractionBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unlicensed Hearse2</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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