

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Artifact

[T]: Add {R}.
As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Artifact

{T}: Add {R}.

As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.

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②R

Artifact

{T}: Add {R}.
As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.

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②R

Artifact

{T}: Add {R}.
As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Instant

Dead deals 2 damage to target creature.

②③

Instant

Return target creature you don't control to its owner's hand.

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Dead Instant Dead deals 2 damage to target creature. ----- RIGHT HALF ----- Gone Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Instant Dead deals 2 damage to target creature. ----- RIGHT HALF ----- Gone Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. ----- RIGHT HALF ----- Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Flooded Strand

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geological Appraiser (2)(R)(R)

Creature -- Human Artificer

When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

3/2

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glasspool Mimic (2)(U)

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.

0/0

Glasspool Shore

Land

This land enters tapped.
 $\{T\}$: Add $\{U\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glasspool Mimic (2)(U)

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glasspool Mimic (2) (U)

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pogo - 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 3/10 - 8 cards - 2.5 x 3.5 in each

Glasspool Mimic2U Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 BACK FACE Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedge Maze Land -- Forest Island {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.) RIGHT HALF PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incubation6/U Sorcery Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. RIGHT HALF PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incubation6/U Sorcery Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. RIGHT HALF PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Incongruity1GU Instant Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token. RIGHT HALF PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incongruity1GU Instant Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token. RIGHT HALF PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incongruity1GU Instant Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token. RIGHT HALF PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incongruity1GU Instant Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token. RIGHT HALF PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savai Triome Land -- Mountain Plains Swamp ({T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Cease18/G Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist46/W6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease18/G Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist46/W6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease18/G Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist46/W6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commandeer5UU Instant You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

5 U U

You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 U U

You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

When this creature enters, you may destroy target artifact or enchantment.

Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

When this creature enters, you may destroy target artifact or enchantment.
 Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

Flying

When this creature enters, destroy target nonbasic land an opponent controls.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

Flying

When this creature enters, destroy target nonbasic land an opponent controls.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

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When this creature enters, destroy target nonbasic land an opponent controls.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

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When this creature enters, destroy target nonbasic land an opponent controls.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Rough deals 2 damage to each creature without flying.

[sideboard]

5 R

Tumble deals 6 damage to each creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Rough deals 2 damage to each creature without flying.

[sideboard]

⑤⑧

Tumble deals 6 damage to each creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

⑤⑧

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