

An Offer You Can't Refuse (U) Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon(2)(R) Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desperate Ritual(1)(R) Instant -- Arcane Add {R}{R}{R}. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desperate Ritual(1)(R) Instant -- Arcane Add {R}{R}{R}. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Pyretic Ritual ①①R Instant Add {R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recross the Paths ②②G Sorcery Reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield and the rest on the bottom of your library in any order. Clash with an opponent. If you win, return Recross the Paths to its owner's hand. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recross the Paths ②②G Sorcery Reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield and the rest on the bottom of your library in any order. Clash with an opponent. If you win, return Recross the Paths to its owner's hand. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recross the Paths ②②G Sorcery Reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield and the rest on the bottom of your library in any order. Clash with an opponent. If you win, return Recross the Paths to its owner's hand. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Shatterskull Smashing (X)(R)(R) Sorcery 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. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing (X)(R)(R) Sorcery 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. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing (X)(R)(R) Sorcery 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. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor (1)(U)(U) Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Strike It Rich R Sorcery Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundering Eruption 2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. --- BACK FACE --- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundering Eruption 2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. --- BACK FACE --- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundering Eruption 2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. --- BACK FACE --- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Valakut Awakening

(2)(R)

Instant

Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

- - - BACK FACE - - -

Valakut Stoneforge

Land

This land enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Valakut Awakening

(2)(R)

Instant

Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

- - - BACK FACE - - -

Valakut Stoneforge

Land

This land enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Valakut Awakening

(2)(R)

Instant

Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

- - - BACK FACE - - -

Valakut Stoneforge

Land

This land enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wish

(2)(R)

Sorcery

You may play a card you own from outside the game this turn.

- - - BACK FACE - - -

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dead

(R)

Instant

Dead deals 2 damage to target creature.

[sideboard]

- - - RIGHT HALF - - -

Gone

(2)(R)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dead

(R)

Instant

Dead deals 2 damage to target creature.

[sideboard]

- - - RIGHT HALF - - -

Gone

(2)(R)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Force of Vigor

(2)(G)(G)

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sideboard]

- - - BACK FACE - - -

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leyline of Sanctity

(2)(W)(W)

Enchantment

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.)

[sideboard]

- - - BACK FACE - - -

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Ashanti - 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 8/10 - 8 cards - 2.5 x 3.5 in each

Leyline of Sanctity (2)(W)(W) Enchantment 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity (2)(W)(W) Enchantment 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rough (1)(R) Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble (5)(R) Sorcery Tumble deals 6 damage to each creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thassa's Oracle (U)(U) Creature -- Merfolk Wizard When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trinisphere (3) Artifact As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trinisphere (3) Artifact As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Informer (2)(B) Creature -- Human Rogue {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Underworld Breach 1 R Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer G Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer G Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	