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| <b>Abhorrent Oculus</b> (2)(U)<br><hr/> Creature -- Eye<br><hr/> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ardent Plea</b> (1)(W)(U)<br><hr/> Enchantment<br><hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ardent Plea</b> (1)(W)(U)<br><hr/> Enchantment<br><hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ardent Plea</b> (1)(W)(U)<br><hr/> Enchantment<br><hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
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## Land

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

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

## Sorcery

Suspend 4-- $\{G\}$  (Rather than cast this card from your hand, pay  $\{G\}$  and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Create two 4/4 green Rhino creature tokens with trample.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Suspend 4--{G} (Rather than cast this card from your hand, pay {G} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Create two 4/4 green Rhino creature tokens with trample.

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## Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

①②

Instant

Tap target permanent.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

①②

Instant

Tap target permanent.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - terlollo04 - Modern (Modern Challenge 32)** sheet 3/10 - 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><div>Force of Negation</div><div>1UU</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div><div><div>Force of Negation</div><div>1UU</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div><div><div>Hallowed Fountain</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                           | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                           |
| <div><div><div>Leyline Binding</div><div>5W</div></div><div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>5W</div></div><div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>5W</div></div><div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>5W</div></div><div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)<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>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    | <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    | <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    |

## Misty Rainforest

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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## Plains

## Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shardless Agent

① ② ③

Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

2/2

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| <div> <div>Shardless Agent</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div>Artifact Creature -- Human Rogue</div> <div> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Shardless Agent</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div>Artifact Creature -- Human Rogue</div> <div> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Shardless Agent</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div>Artifact Creature -- Human Rogue</div> <div> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Steam Vents</div> </div> <div>Land -- Island Mountain</div> <div> <p>([T]): Add [U] or [R].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              |
| <div> <div>Stomping Ground</div> </div> <div>Land -- Mountain Forest</div> <div> <p>([T]): Add [R] or [G].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                             | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Subtlety</b> <div> 2 U U </div> </div> <div> Creature -- Elemental Incarnation </div> <div> Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand. </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Temple Garden</b> </div> <div> Land -- Forest Plains </div> <div> ({T}: Add {G} 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 PLAY botbox.dev </div>                                                                               | <div> <b>Thundering Falls</b> </div> <div> Land -- Island Mountain </div> <div> ({T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>        | <div> <b>Xander's Lounge</b> </div> <div> Land -- Island Swamp Mountain </div> <div> ({T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                        |
| <div> <b>Brotherhood's End</b> <div> 1 R R </div> </div> <div> Sorcery </div> <div> Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.<br/><br/>[sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                         | <div> <b>Brotherhood's End</b> <div> 1 R R </div> </div> <div> Sorcery </div> <div> Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.<br/><br/>[sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Brotherhood's End</b> <div> 1 R R </div> </div> <div> Sorcery </div> <div> Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.<br/><br/>[sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Drannith Magistrate</b> <div> 1 W </div> </div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands.<br/><br/>[sideboard] </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <b>Drannith Magistrate</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Wizard         </div> <div>           Your opponents can't cast spells from anywhere other than their hands.         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                               | <div> <b>Endurance</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>Reach<br/>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.         </div> <div>           [sideboard]         </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Endurance</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>Reach<br/>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.         </div> <div>           [sideboard]         </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Endurance</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>Reach<br/>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.         </div> <div>           [sideboard]         </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Force of Vigor</b> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>           Instant         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Force of Vigor</b> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>           Instant         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                   | <div> <b>Mystical Dispute</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                            | <div> <b>Mystical Dispute</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                            |

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| <div><div>Obsidian Charmaw<div>3RR</div></div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Obsidian Charmaw<div>3RR</div></div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Obsidian Charmaw<div>3RR</div></div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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