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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    |
| <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Leyline Binding</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Leyline Binding</div><div><div>5</div><div>W</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div>Leyline Binding</div><div><div>5</div><div>W</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div>Leyline of the Guildpact</div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Leyline of the Guildpact</div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Leyline of the Guildpact</div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Leyline of the Guildpact</div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                               | <div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                               |

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Trample  
Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.

**\* / 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Trample  
Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.

**\* / 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Trample  
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equal to the number of basic land  
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**\* / 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Trample  
Domain -- Nishoba Brawler's power is  
equal to the number of basic land  
types among lands you control.

**\* / 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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| <div> <div>Scion of Draco</div> <div> <div>12</div> </div> </div> <div>Artifact Creature -- Dragon</div> <div> <p>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.</p> <p>Flying</p> <p>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.</p> </div> <div> <div>4/4</div> </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}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div> <div>Stubborn Denial</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {1}.</p> <p>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Stubborn Denial</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {1}.</p> <p>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                     |
| <div> <div>Stubborn Denial</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {1}.</p> <p>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div> <div>Stubborn Denial</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {1}.</p> <p>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Temple Garden</div> </div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div> <div>Territorial Kavu</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Creature -- Kavu</div> <div> <p>Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control.</p> <p>Whenever this creature attacks, choose one --</p> <ul style="list-style-type: none"> <li>* Discard a card. If you do, draw a card.</li> <li>* Exile up to one target card from a graveyard.</li> </ul> </div> <div> <div>*/*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

# Playtest cards - wft - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Territorial Kavu</b> (R)(G)<br>Creature -- Kavu<br>Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control.<br>Whenever this creature attacks, choose one --<br>* Discard a card. If you do, draw a card.<br>* Exile up to one target card from a graveyard.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Territorial Kavu</b> (R)(G)<br>Creature -- Kavu<br>Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control.<br>Whenever this creature attacks, choose one --<br>* Discard a card. If you do, draw a card.<br>* Exile up to one target card from a graveyard.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Territorial Kavu</b> (R)(G)<br>Creature -- Kavu<br>Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control.<br>Whenever this creature attacks, choose one --<br>* Discard a card. If you do, draw a card.<br>* Exile up to one target card from a graveyard.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tribal Flames</b> (1)(R)<br>Sorcery<br>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.                                                                                 |
| <b>Tribal Flames</b> (1)(R)<br>Sorcery<br>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.                                                                                                                                                                                                                                     | <b>Tribal Flames</b> (1)(R)<br>Sorcery<br>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.                                                                                                                                                                                                                                     | <b>Tribal Flames</b> (1)(R)<br>Sorcery<br>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.                                                                                                                                                                                                                                     | <b>Wild Nacatl</b> (G)<br>Creature -- Cat Warrior<br>This creature gets +1/+1 as long as you control a Mountain.<br>This creature gets +1/+1 as long as you control a Plains.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Wild Nacatl</div> <div> <div>6</div> </div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Wild Nacatl</div> <div> <div>6</div> </div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Wild Nacatl</div> <div> <div>6</div> </div> <div>Creature -- Cat Warrior</div> <div> <p>This creature gets +1/+1 as long as you control a Mountain.</p> <p>This creature gets +1/+1 as long as you control a Plains.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>    |
| <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                    | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                    | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                    | <div>Wooded Foothills</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     |
| <div>Cursed Totem②</div> <div>Artifact</div> <div>Activated abilities of creatures can't be activated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Cursed Totem②</div> <div>Artifact</div> <div>Activated abilities of creatures can't be activated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Damping Sphere②</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Damping Sphere②</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Force of Vigor</div><div>2GG</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div>Force of Vigor</div><div>2GG</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Meltdown</div><div>XR</div></div><div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Meltdown</div><div>XR</div></div><div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Pick Your Poison</div><div>G</div></div><div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div>1R</div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div><div>Pyroclasm</div><div>1R</div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      | <div><div><div>Pyroclasm</div><div>1R</div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      |

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| <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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