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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

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Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## 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

② ⑤

When this enchantment enters, return target Equipment card from your graveyard to the battlefield. During your turn, you may activate equip abilities any time you could cast an instant. You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns.

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Forge Anew</div><div>2W</div></div><div>Enchantment</div><div>When this enchantment enters, return target Equipment card from your graveyard to the battlefield. During your turn, you may activate equip abilities any time you could cast an instant. You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) 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><div>Inkmoth Nexus</div></div><div>Land</div><div>{T}: Add {C}. {1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Inkmoth Nexus</div></div><div>Land</div><div>{T}: Add {C}. {1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |
| <div><div><div>Inkmoth Nexus</div></div><div>Land</div><div>{T}: Add {C}. {1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><div>Lavaspur Boots</div><div>1</div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Axe</div><div>4</div></div><div>Artifact -- Equipment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Axe</div><div>4</div></div><div>Artifact -- Equipment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Leyline Axe</b> 4 </div> <div> Artifact -- Equipment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Leyline Axe</b> 4 </div> <div> Artifact -- Equipment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Meticulous Archive</b> </div> <div> Land -- Plains Island </div> <div> <p>{T}: Add {W} 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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Mox Opal</b> 9 </div> <div> Legendary Artifact </div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Mox Opal</b> 9 </div> <div> Legendary Artifact </div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                             | <div> <b>Mox Opal</b> 9 </div> <div> Legendary Artifact </div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                             | <div> <b>Mox Opal</b> 9 </div> <div> Legendary Artifact </div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                     | <div> <b>Ornithopter</b> 9 </div> <div> Artifact Creature -- Thopter </div> <div> <p>Flying</p> </div> <div> <div>0/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                     |

Playtest cards - slow\_brz - 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 4/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                     |                                                                                                                                                                                                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Paradise Mantle</div><div>Artifact -- Equipment</div><div>Equipped creature has "{T}: Add one mana of any color."<br/>Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |

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| <div> <div>Puresteel Paladin</div> <div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Whenever an Equipment you control enters, you may draw a card.</p> <p>Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Puresteel Paladin</div> <div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Whenever an Equipment you control enters, you may draw a card.</p> <p>Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Puresteel Paladin</div> <div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Whenever an Equipment you control enters, you may draw a card.</p> <p>Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Puresteel Paladin</div> <div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Whenever an Equipment you control enters, you may draw a card.</p> <p>Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Shadowspear</div> <div> <div>1</div> </div> </div> <div>Legendary Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and lifelink.</p> <p>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.</p> <p>Equip {2}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                       | <div> <div>Sigarda's Aid</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>You may cast Aura and Equipment spells as though they had flash.</p> <p>Whenever an Equipment you control enters, you may attach it to target creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                   | <div> <div>Sigarda's Aid</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>You may cast Aura and Equipment spells as though they had flash.</p> <p>Whenever an Equipment you control enters, you may attach it to target creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                   | <div> <div>Sigarda's Aid</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>You may cast Aura and Equipment spells as though they had flash.</p> <p>Whenever an Equipment you control enters, you may attach it to target creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                   |

W

You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.

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①

{T}, Tap an untapped creature you control: Add one mana of any color.

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① W

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {1}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

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① ② W

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell unless its controller pays {1}.  
**Ferocious** -- If you control a creature with power 4 or greater, counter that spell instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell unless its controller pays {1}.  
**Ferocious** -- If you control a creature with power 4 or greater, counter that spell instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Blacksmith's Skill</div><div>Instant</div><div>Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                              | <div><div>Blacksmith's Skill</div><div>Instant</div><div>Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                              | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div><div>Grafdigger's Cage</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                   |

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| <div>Lavinia, Azorius Renegade (W)(U)</div> <div>Legendary Creature -- Human Soldier</div> <div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br/>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lavinia, Azorius Renegade (W)(U)</div> <div>Legendary Creature -- Human Soldier</div> <div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br/>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <div>Orim's Chant (W)</div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                | <div>Orim's Chant (W)</div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                |
| <div>Pithing Needle (1)</div> <div>Artifact</div> <div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                  | <div>Sanctifier en-Vec (W)(W)</div> <div>Creature -- Human Cleric</div> <div>Protection from black and from red<br/>When this creature enters, exile all cards that are black or red from all graveyards.<br/>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sanctifier en-Vec (W)(W)</div> <div>Creature -- Human Cleric</div> <div>Protection from black and from red<br/>When this creature enters, exile all cards that are black or red from all graveyards.<br/>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sanctifier en-Vec (W)(W)</div> <div>Creature -- Human Cleric</div> <div>Protection from black and from red<br/>When this creature enters, exile all cards that are black or red from all graveyards.<br/>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - slow\_brz - Modern (Modern League)

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| <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stubborn Denial</div> <div>U</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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stubborn Denial</div> <div>U</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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - slow\_brz - 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 10/10 - 3 cards - 2.5 x 3.5 in each