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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Arena of Glory</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Mountain.<br/> {T}: Add {R}.<br/> {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Arena of Glory</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Mountain.<br/> {T}: Add {R}.<br/> {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Arena of Glory</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Mountain.<br/> {T}: Add {R}.<br/> {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Arena of Glory</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Mountain.<br/> {T}: Add {R}.<br/> {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Arid Mesa</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                     | <b>Blazing Rootwalla</b> (R)<br><hr/> Creature -- Lizard<br><hr/> <p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/> Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>    | <b>Blazing Rootwalla</b> (R)<br><hr/> Creature -- Lizard<br><hr/> <p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/> Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>    | <b>Blazing Rootwalla</b> (R)<br><hr/> Creature -- Lizard<br><hr/> <p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/> Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>    |

## Blazing Rootwalla



```
Creature -- Lizard
```

{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.

Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloodstained Mire

Land

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

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## Burning Inquiry



## Sorcery

Each player draws three cards, then discards three cards at random.

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Playtest cards - papaRMSKY - Modern (Modern League)

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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 2/10 - 8 cards - 2.5 x 3.5 in each

## Commercial District

Land -- Mountain Forest

([T]: Add [R] or [G].)  
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.)

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**Detective's Phoenix** (2) (R)

Enchantment Creature -- Phoenix

Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste  
Enchanted creature gets +2/+2 and has flying and haste.  
You may cast this card from your graveyard using its bestow ability.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faithless Looting <sup>®</sup>

## Sorcery

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faithless Looting <sup>®</sup>

## Sorcery

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faithless Looting <sup>(R)</sup>

Sorcery

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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®

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, discard a card, then draw a card.

**Delirium** -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Draw four cards, then discard three cards at random.

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Draw four cards, then discard three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5

This spell costs {2} less to cast for each card you've cycled or discarded this turn. Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

®

Whenever you discard one or more cards, put that many +1/+1 counters on this creature.  
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

®

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Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

**Marauding Mako**

(R)

Creature -- Shark Pirate

Whenever you discard one or more cards, put that many +1/+1 counters on this creature.  
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

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**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ox of Agonas**

(3)(R)(R)

Creature -- Ox

When this creature enters, discard your hand, then draw three cards.  
Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)  
This creature escapes with a +1/+1 counter on it.

4/2

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**Stomping Ground**

Land -- Mountain Forest

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

**Haste**  
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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4/3

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4/3

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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 PLAY    botbox.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 PLAY    botbox.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 PLAY    botbox.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 PLAY    botbox.dev</div>                                                                                          |
| <div>Ancient Grudge (1)(R)</div> <div>Instant</div> <div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Ancient Grudge (1)(R)</div> <div>Instant</div> <div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Blood Moon (2)(R)</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                        | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div>Meltdown</div> <div> <div>X</div> <div>R</div> </div> </div> <hr/> <div>Sorcery</div> <hr/> <div>           Destroy each artifact with mana value X or less.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <hr/> <div>Creature -- Dragon</div> <hr/> <div>           This spell costs {1} less to cast for each land your opponents control that could produce {C}.         </div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <hr/> <div>Creature -- Dragon</div> <hr/> <div>           This spell costs {1} less to cast for each land your opponents control that could produce {C}.         </div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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