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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>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>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>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> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">R</span><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 style="border: 1px solid black; width: 40px; height: 20px; margin-left: auto; margin-top: 20px; display: flex; align-items: center; justify-content: center;">1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Blazing Rootwalla</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">R</span><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 style="border: 1px solid black; width: 40px; height: 20px; margin-left: auto; margin-top: 20px; display: flex; align-items: center; justify-content: center;">1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Blazing Rootwalla</div><div>Ⓜ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.</div><div>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.)</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blazing Rootwalla</div><div>Ⓜ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.</div><div>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.)</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Burning Inquiry</div><div>Ⓜ</div></div><div>Sorcery</div><div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div><div>Burning Inquiry</div><div>Ⓜ</div></div><div>Sorcery</div><div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div><div>Burning Inquiry</div><div>Ⓜ</div></div><div>Sorcery</div><div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Burning Inquiry</div><div>Ⓜ</div></div><div>Sorcery</div><div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |

## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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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**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.)  
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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

# Faithless Looting <sup>®</sup>

Sorcerv

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>

Sorcerv

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>

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

®

Menace  
Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Menace  
Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Menace  
Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Draw four cards, then discard three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Draw four cards, then discard three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Draw four cards, then discard three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Draw four cards, then discard three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Hollow One</div> <div>5</div> </div> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>    | <div> <div>Hollow One</div> <div>5</div> </div> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>    | <div> <div>Hollow One</div> <div>5</div> </div> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>    | <div> <div>Hollow One</div> <div>5</div> </div> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>    |
| <div> <div>Marauding Mako</div> <div>R</div> </div> <div> <div>Creature -- Shark Pirate</div> <div> Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Marauding Mako</div> <div>R</div> </div> <div> <div>Creature -- Shark Pirate</div> <div> Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Marauding Mako</div> <div>R</div> </div> <div> <div>Creature -- Shark Pirate</div> <div> Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Marauding Mako</div> <div>R</div> </div> <div> <div>Creature -- Shark Pirate</div> <div> Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

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## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0x of Agonas

3 R R

Creature -- 0x

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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Creature -- 0x

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4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Street Wraith**      (3)(B)(B)

Creature -- Wraith

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Street Wraith**      (3)(B)(B)

Creature -- Wraith

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

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Street Wraith (3)(B)(B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Vengevine** (2)(G)(G)

Creature -- Elemental

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Vengevine** (2)(G)(G)

Creature -- Elemental

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Vengevine** (2)(G)(G)

Creature -- Elemental

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Ancient Grudge</b> (1)(R)<br>Instant<br>Destroy target artifact.<br>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                     | <b>Ancient Grudge</b> (1)(R)<br>Instant<br>Destroy target artifact.<br>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Blood Moon</b> (2)(R)<br>Enchantment<br>Nonbasic lands are Mountains.<br>[sideboard]         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                | <b>Blood Moon</b> (2)(R)<br>Enchantment<br>Nonbasic lands are Mountains.<br>[sideboard]         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                |

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| <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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/>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 PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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/>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 PLAYbotbox.dev</div></div> |
| <div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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/>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 PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</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/>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 PLAYbotbox.dev</div></div> | <div><div>Magebane Lizard</div><div><div>1</div><div>R</div></div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Magebane Lizard</div><div><div>1</div><div>R</div></div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |

## Obsidian Charmaw

3 R R

Creature -- Dragon

This spell costs {1} less to cast  
for each land your opponents control  
that could produce {C}.

Flying

When this creature enters, destroy  
target nonbasic land an opponent  
controls.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Playtest cards - mrounds1216 - 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 - 1 cards - 2.5 x 3.5 in each