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| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Barbarian Ring</div><div>Land</div><div><p>{T}: Add {R}. This land deals 1 damage to you.</p><p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Barbarian Ring</div><div>Land</div><div><p>{T}: Add {R}. This land deals 1 damage to you.</p><p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>( {T}: Add {B} 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><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>( {T}: Add {B} 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>          |

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| <div><div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Bloodstained Mire</b></div><div>Land</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Bloodstained Mire</b></div><div>Land</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Burning Inquiry</b></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                        |
| <div><div><div><b>Burning Inquiry</b></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div><div><b>Burning Inquiry</b></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                               | <div><div><div><b>Burning Inquiry</b></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                               | <div><div><div><b>Detective's Phoenix</b></div><div>Enchantment Creature -- Phoenix</div><div>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<br/>Enchanted creature gets +2/+2 and has flying and haste.<br/>You may cast this card from your graveyard using its bestow ability.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div> Detective's Phoenix 2 R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>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.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Detective's Phoenix 2 R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>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.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Detective's Phoenix 2 R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>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.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                         |
| <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                    | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                    | <div> <div> Faithless Looting R </div> <div> Sorcery </div> <div> <p>Draw two cards, then discard two cards.</p> <p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                    | <div> <div> Fear of Missing Out 1 R </div> <div> Enchantment Creature -- Nightmare </div> <div> <p>When this creature enters, discard a card, then draw a card.</p> <p>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.</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flameblade Adept</b> (R)<br>Creature -- Jackal Warrior<br>Menace<br>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flameblade Adept</b> (R)<br>Creature -- Jackal Warrior<br>Menace<br>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Flameblade Adept</b> (R)<br>Creature -- Jackal Warrior<br>Menace<br>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Flameblade Adept</b> (R)<br>Creature -- Jackal Warrior<br>Menace<br>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                             | <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                             |

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| <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev    |
| <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Marauding Mako</b> <span>(R)</span><br>Creature -- Shark Pirate<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div><div><div><div></div><div><b>Marauding Mako</b></div><div><div>R</div></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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Marauding Mako</b></div><div><div>R</div></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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Marauding Mako</b></div><div><div>R</div></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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                          | <div><div><div><div><div><div></div><div><b>Mountain</b></div></div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                                  |
| <div><div><div><div><div><div></div><div><b>Mountain</b></div></div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                         | <div><div><div><div><div><div></div><div><b>Mountain</b></div></div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                         | <div><div><div><div><div><div></div><div><b>Orcish Bowmasters</b></div><div><div>1B</div></div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Orcish Bowmasters</b></div><div><div>1B</div></div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div>Orcish Bowmasters (1)(B)</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Orcish Bowmasters (1)(B)</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ox of Agonas (3)(R)(R)</div> <div>Creature -- Ox</div> <div>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.</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ox of Agonas (3)(R)(R)</div> <div>Creature -- Ox</div> <div>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.</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Raucous Theater</div> <div>Land -- Swamp Mountain</div> <div>({T}: Add {B} or {R}.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                    | <div>Street Wraith (3)(B)(B)</div> <div>Creature -- Wraith</div> <div>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.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      |

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| <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 |
| <b>Blood Moon</b> (2)(R)<br>Enchantment<br>Nonbasic lands are Mountains.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                               | <b>Blood Moon</b> (2)(R)<br>Enchantment<br>Nonbasic lands are Mountains.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                               | <b>Blood Moon</b> (2)(R)<br>Enchantment<br>Nonbasic lands are Mountains.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                               | <b>Fatal Push</b> (B)<br>Instant<br>Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - SayCheese\_336 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fuel the Flames</div><div>2R</div></div> <div>Instant</div> <div>Fuel the Flames deals 2 damage to each creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div><div>Fuel the Flames</div><div>2R</div></div> <div>Instant</div> <div>Fuel the Flames deals 2 damage to each creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    |
| <div><div>Leyline of the Void</div><div>2BB</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>Leyline of the Void</div><div>2BB</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>Leyline of the Void</div><div>2BB</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>Leyline of the Void</div><div>2BB</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> |

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| <div><div>Meltdown</div><div><div>X</div><div>R</div></div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meltdown</div><div><div>X</div><div>R</div></div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meltdown</div><div><div>X</div><div>R</div></div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - SayCheese\_336 - 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