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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                    | <div> <div>Alpha Authority</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>Enchanted creature has hexproof and can't be blocked by more than one creature.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                           | <div> <div>Audacity</div> <div> <div>G</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        |
| <div> <div>Boseiju, Who Endures</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Branchloft Pathway</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Boulderloft Pathway</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {W}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Cartouche of Solidarity</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura Cartouche</div> <div> <p>Enchant creature you control<br/>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.<br/>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Daybreak Coronet</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature with another Aura attached to it<br/>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - simply\_crrocks - Modern (\$10K RCQ - Modern - SCG CON Tampa - Friday - 10:

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;

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Daybreak Coronet</div><div><div>W</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature with another Aura attached to it<br/>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Daybreak Coronet</div><div><div>W</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature with another Aura attached to it<br/>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Daybreak Coronet</div><div><div>W</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature with another Aura attached to it<br/>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dryad Arbor</div></div><div>Land Creature -- Forest Dryad</div><div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       |
| <div><div><div>Ethereal Armor</div><div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                          | <div><div><div>Ethereal Armor</div><div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                          | <div><div><div>Ethereal Armor</div><div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                          | <div><div><div>Ethereal Armor</div><div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Forest

Basic Land -- Forest

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

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## Gladecover Scout

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gladecover Scout

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gladecover Scout

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Gryff's Boon

Enchantment -- Aura

Enchant creature  
Enchanted creature gets +1/+0 and  
has flying.  
{3}{W}: Return this card from your  
graveyard to the battlefield  
attached to target creature.  
Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.  
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.  
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Horizon Canopy</div> <div>Land</div> <div> { T }, Pay 1 life: Add { G } or { W }.<br/> { 1 }, { T }, Sacrifice this land: Draw a card. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                 | <div> <div>Horizon Canopy</div> <div>Land</div> <div> { T }, Pay 1 life: Add { G } or { W }.<br/> { 1 }, { T }, Sacrifice this land: Draw a card. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                          | <div> <div>Hyena Umbra</div> <div>Enchantment -- Aura</div> <div> Enchant creature<br/> Enchanted creature gets +1/+1 and has first strike.<br/> Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                               | <div> <div>Hyena Umbra</div> <div>Enchantment -- Aura</div> <div> Enchant creature<br/> Enchanted creature gets +1/+1 and has first strike.<br/> Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                               |
| <div> <div>Hyena Umbra</div> <div>Enchantment -- Aura</div> <div> Enchant creature<br/> Enchanted creature gets +1/+1 and has first strike.<br/> Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kor Spiritdancer</div> <div>Creature -- Kor Wizard</div> <div> This creature gets +2/+2 for each Aura attached to it.<br/> Whenever you cast an Aura spell, you may draw a card. </div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Light-Paws, Emperor's Voice</div> <div>Legendary Creature -- Fox Advisor</div> <div> Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle. </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Light-Paws, Emperor's Voice</div> <div>Legendary Creature -- Fox Advisor</div> <div> Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle. </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Light-Paws, Emperor's Voice</div><div>1W</div></div><div>Legendary Creature -- Fox Advisor</div><div>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</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>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Creature -- Human Cleric

Protection from black and from red  
When this creature enters, exile all  
cards that are black or red from all  
graveyards.  
If a black or red permanent, spell,  
or card not on the battlefield would  
be put into a graveyard, exile it  
instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



Creature -- Human Cleric

Protection from black and from red  
When this creature enters, exile all  
cards that are black or red from all  
graveyards.  
If a black or red permanent, spell,  
or card not on the battlefield would  
be put into a graveyard, exile it  
instead.

2/2

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W

Enchantment - - Aura

Enchant creature  
Enchanted creature gets +1/+1 and  
has vigilance.  
Escape--[W], Exile two other cards  
from your graveyard. (You may cast  
this card from your graveyard for  
its escape cost.)

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**G/U**

Creature -- Beast

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/V)

Creature -- Beast

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G/U**

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G/U**

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Enchant creature  
Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)  
Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Enchant creature  
Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)  
Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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W

Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)  
Whenever enchanted creature deals damage, you gain that much life.

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple Garden

Land -- Forest Plains

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

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## Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Creature -- Archon

Flying  
Each player can't cast more than one  
spell each turn.  
Nonbasic lands your opponents  
control enter tapped.

[sidebar]

2/3

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②③

Creature -- Archon

Flying  
Each player can't cast more than one  
spell each turn.  
Nonbasic lands your opponents  
control enter tapped.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

Creature -- Human Cleric

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Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.
```

```
[sidebar]
```

2/2

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②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

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| <div> <div>Kor Spiritdancer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Wizard</div> <div> <div>This creature gets +2/+2 for each Aura attached to it.</div> <div>Whenever you cast an Aura spell, you may draw a card.</div> <div>[sideboard]</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                               | <div> <div>Kor Spiritdancer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Wizard</div> <div> <div>This creature gets +2/+2 for each Aura attached to it.</div> <div>Whenever you cast an Aura spell, you may draw a card.</div> <div>[sideboard]</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                               | <div> <div>Kor Spiritdancer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Wizard</div> <div> <div>This creature gets +2/+2 for each Aura attached to it.</div> <div>Whenever you cast an Aura spell, you may draw a card.</div> <div>[sideboard]</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Leyline of Sanctity</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div> <div>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Leyline of Sanctity</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div> <div>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Leyline of Sanctity</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div> <div>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Silence</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Your opponents can't cast spells this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                 | <div> <div>Silence</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Your opponents can't cast spells this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                               |

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| <div> <div> <b>Spirit Link</b> <span>W</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br/>           Whenever enchanted creature deals damage, you gain that much life.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> | <div> <div> <b>Tormod's Crypt</b> <span>0</span> </div> <div>           Artifact         </div> <div>           {T}, Sacrifice this artifact: Exile target player's graveyard.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> | <div> <div> <b>Tormod's Crypt</b> <span>0</span> </div> <div>           Artifact         </div> <div>           {T}, Sacrifice this artifact: Exile target player's graveyard.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                  |  |

Playtest cards - simply\_crrocks - Modern (\$10K RCQ - Modern - SCG CON Tampa - Friday - 10:

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