

Ajani, Nacatl Pariah 1W Legendary Creature -- Cat Warrior When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control. 1/2 ----- BACK FACE Ajani, Nacatl Avenger Legendary Planeswalker -- Ajani [+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani, Nacatl Pariah 1W Legendary Creature -- Cat Warrior When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control. 1/2 ----- BACK FACE Ajani, Nacatl Avenger Legendary Planeswalker -- Ajani [+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani, Nacatl Pariah 1W Legendary Creature -- Cat Warrior When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control. 1/2 ----- BACK FACE Ajani, Nacatl Avenger Legendary Planeswalker -- Ajani [+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani, Nacatl Pariah 1W Legendary Creature -- Cat Warrior When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control. 1/2 ----- BACK FACE Ajani, Nacatl Avenger Legendary Planeswalker -- Ajani [+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Elegant Parlor Land -- Mountain Plains {T}: Add {R} or {W}.) 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 PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Galvanic Discharge Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galvanic Discharge Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galvanic Discharge Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Bombardment Enchantment Sacrifice a creature: This enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ocelot Pride Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ocelot Pride Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ocelot Pride Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phlage, Titan of Fire's Fury Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phlage, Titan of Fire's Fury 1RW Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phlage, Titan of Fire's Fury 1RW Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phlage, Titan of Fire's Fury 1RW Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ragavan, Nimble Pilferer (R) Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add {R} 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	Sacred Foundry Land -- Mountain Plains (T): Add {R} 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	Sacred Foundry Land -- Mountain Plains (T): Add {R} 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
Seasoned Pyromancer (1)(R)(R) Creature -- Human Shaman When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token. {3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Pyromancer (1)(R)(R) Creature -- Human Shaman When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token. {3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Prison (W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Prison (W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm (1)(W) Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.	Thraben Charm (1)(W) Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.
Blood Moon (2)(R) Enchantment Nonbasic lands are Mountains. [sideboard]	Blood Moon (2)(R) Enchantment Nonbasic lands are Mountains. [sideboard]	Celestial Purge (1)(W) Instant Exile target black or red permanent. [sideboard]	Celestial Purge (1)(W) Instant Exile target black or red permanent. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror 2 W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Molten Rain 1 R R Sorcery Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molten Rain 1 R R Sorcery Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molten Rain 1 R R Sorcery Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Showdown of the Skalds 2RW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wear 1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear W Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Archer365 - Modern (Modern Challenge 32)

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