

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Draw two cards, then discard two cards.

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

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Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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Creature -- Crab

Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)

0/2

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B

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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Basic Land -- Island

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Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persist 1 B Sorcery Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persist 1 B Sorcery Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra's Emissary 4WW Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra's Emissary 4WW Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra's Emissary 4WW Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Serra's Emissary 4WW Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain (T): Add U or R.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp ({T}: Add {U} or {B}.) 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	Victimize 2 B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Victimize 2 B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.

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Land -- Island Swamp

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

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Land -- Island Swamp

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

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U

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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U

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sideboard]

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U

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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U

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability on colorless spell.

[sidebar]

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Emperor of Bones 1 B Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emperor of Bones 1 B Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magebane Lizard 1 R Creature -- Lizard 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. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magebane Lizard 1 R Creature -- Lizard 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. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Massacre Wurm 3 B B B Creature -- Phyrexian Wurm When this creature enters, creatures your opponents control get -2/-2 until end of turn. Whenever a creature an opponent controls dies, that player loses 2 life. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Massacre Wurm 3 B B B Creature -- Phyrexian Wurm When this creature enters, creatures your opponents control get -2/-2 until end of turn. Whenever a creature an opponent controls dies, that player loses 2 life. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KnightOfSuri - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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