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| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                          | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Artist's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Artist's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                   |

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| <div><div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                              | <div><div><div>Desperate Ritual</div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                   |
| <div><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                   | <div><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                   | <div><div><div>Gemstone Caverns</div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Glimpse the Impossible</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Glimpse the Impossible (2)(R)</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glimpse the Impossible (2)(R)</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grapeshot (1)(R)</div><div>Sorcery</div><div>Grapeshot deals 1 damage to any target.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manamorphose (1)(R/G)</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Manamorphose (1)(R/G)</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                  | <div><div>Manamorphose (1)(R/G)</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                  | <div><div>Manamorphose (1)(R/G)</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(<b>{T}</b>): Add <b>{R}</b>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Past in Flames</div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback <b>{4}{R}</b> (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Past in Flames</div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback <b>{4}{R}</b> (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Past in Flames</div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback <b>{4}{R}</b> (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add <b>{R}{R}{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |

Playtest cards - Brown, Adam - Modern (\$5K RCQ - Modern - SCG CON Atlanta - Sunday - 9:30 sheet 5/10 - 8 cards - 2.5 x 3.5 in each  
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.

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| <div><div><div>Ruby Medallion</div><div>Artifact</div><div>Red spells you cast cost {1} less to cast.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Ruby Medallion</div><div>Artifact</div><div>Red spells you cast cost {1} less to cast.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Ruby Medallion</div><div>Artifact</div><div>Red spells you cast cost {1} less to cast.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Ruby Medallion</div><div>Artifact</div><div>Red spells you cast cost {1} less to cast.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |
| <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Strike It Rich</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strike It Rich</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunbaked Canyon</div><div>Land</div><div>{T}, Pay 1 life: Add {R} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |
| <div><div>Valakut Awakening</div><div>Instant</div><div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Valakut Stoneforge</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Wish</div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Wish</div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Wrenn's Resolve</div><div>①①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Wrenn's Resolve</div><div>①①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wrenn's Resolve</div><div>①①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wrenn's Resolve</div><div>①①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Alchemist's Gambit</div><div>①①R①R</div></div><div>Sorcery</div><div>Cleave {4}{U}{U}{R} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>Take an extra turn after this one. During that turn, damage can't be prevented. [At the beginning of that turn's end step, you lose the game.]<br/>Exile Alchemist's Gambit.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blood Moon</div><div>②②R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Defense Grid</div><div>②</div></div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Defense Grid</div><div>②</div></div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |

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| <div><div>Empty the Warrens</div><div><div>3</div><div>R</div></div></div> <div>Sorcery</div> <div>Create two 1/1 red Goblin creature tokens.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div><div>Grapeshot</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Grapeshot deals 1 damage to any target.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Orim's Chant</div><div><div>W</div></div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Past in Flames</div><div><div>3</div><div>R</div></div></div> <div>Sorcery</div> <div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Prismatic Ending</div><div><div>X</div><div>W</div></div></div> <div>Sorcery</div> <div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Prismatic Ending</div><div><div>X</div><div>W</div></div></div> <div>Sorcery</div> <div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                     |

## Underworld Breach

① ②

### Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)

At the beginning of the end step, sacrifice this enchantment.

[sideboard]

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## Veil of Summer

⑥

### Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Veil of Summer

⑥

### Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

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