

Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Ziggurat Land {T}: Add one mana of any color. Spend this mana only to cast a creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Champion of the Parish (W) Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of the Parish (W) Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of the Parish (W) Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of the Parish (W) Creature -- Human Soldier Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Kessig Malcontents 2R Creature -- Human Warrior When this creature enters, it deals damage to target player or planeswalker equal to the number of Humans you control. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kessig Malcontents 2R Creature -- Human Warrior When this creature enters, it deals damage to target player or planeswalker equal to the number of Humans you control. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kessig Malcontents 2R Creature -- Human Warrior When this creature enters, it deals damage to target player or planeswalker equal to the number of Humans you control. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mantis Rider URW Creature -- Human Monk Flying, vigilance, haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Collinisimo - Modern (Modern Challenge) sheet 4/10 - 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.

Noble Hierarchy 6 Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noble Hierarchy 6 Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noble Hierarchy 6 Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phantasmal Image 1U Creature -- Illusion You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it." 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Reflector Mage 1 W U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflector Mage 1 W U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thalia, Guardian of Thraben 1 W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben 1 W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben 1 W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben 1 W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Thalia's Lieutenant (1)(W) Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia's Lieutenant (1)(W) Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia's Lieutenant (1)(W) Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia's Lieutenant (1)(W) Creature -- Human Soldier When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dismember (1)(BP)(BP) Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember (1)(BP)(BP) Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaddock Teeg (G)(W) Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaddock Teeg (G)(W) Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Izzet Staticaster (1)(U)(R) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Izzet Staticaster (1)(U)(R) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Izzet Staticaster (1)(U)(R) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflector Mage (1)(W)(U) Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Reflector Mage 1 W U Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vithian Renegades 1 R G Creature -- Human Shaman When this creature enters, destroy target artifact. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xathrid Necromancer 2 B Creature -- Human Wizard Whenever this creature or another Human creature you control dies, create a tapped 2/2 black Zombie creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	