

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	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	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	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
Aurelia, the Warleader2RRWW Legendary Creature -- Angel Flying, vigilance, haste Whenever Aurelia attacks for the first time each turn, untap all creatures you control. After this phase, there is an additional combat phase. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon2R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon2R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon2R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Captain Lannery Storm (2)(R) Legendary Creature -- Human Pirate Haste Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captain Lannery Storm (2)(R) Legendary Creature -- Human Pirate Haste Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captain Lannery Storm (2)(R) Legendary Creature -- Human Pirate Haste Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captain Lannery Storm (2)(R) Legendary Creature -- Human Pirate Haste Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chalice of the Void (X)(X) Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chalice of the Void (X)(X) Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chalice of the Void (X)(X) Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Flamecaller (4)(R)(R) Legendary Planeswalker -- Chandra [+1]: Create two 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step. [0]: Discard all the cards in your hand, then draw that many cards plus one. [-X]: Chandra deals X damage to each creature. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chandra, Flamecaller (4)(R)(R) Legendary Planeswalker -- Chandra [+1]: Create two 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step. [0]: Discard all the cards in your hand, then draw that many cards plus one. [-X]: Chandra deals X damage to each creature. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance (2)(R)(R) Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance (2)(R)(R) Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance (2)(R)(R) Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - shine0905 - Modern (Modern League)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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	Gemstone Caverns Legendary Land 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. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land 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. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lyra Dawnbringer Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lyra Dawnbringer Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lyra Dawnbringer Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nahiri, the Harbinger Legendary Planeswalker -- Nahiri [+2]: You may discard a card. If you do, draw a card. [-2]: Exile target enchantment, tapped artifact, or tapped creature. [-8]: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle. It gains haste. Return it to your hand at the beginning of the next end step. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nahiri, the Harbinger Legendary Planeswalker -- Nahiri [+2]: You may discard a card. If you do, draw a card. [-2]: Exile target enchantment, tapped artifact, or tapped creature. [-8]: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle. It gains haste. Return it to your hand at the beginning of the next end step. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nahiri, the Harbinger Legendary Planeswalker -- Nahiri [+2]: You may discard a card. If you do, draw a card. [-2]: Exile target enchantment, tapped artifact, or tapped creature. [-8]: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle. It gains haste. Return it to your hand at the beginning of the next end step. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 5/10 - 8 cards - 2.5 x 3.5 in each

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	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
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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Shinka, the Bloodsoaked Keep Legendary Land {T}: Add {R}. {R}, {T}: Target legendary creature gains first strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W

First strike
Creatures and nonbasic lands your
opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W

First strike
Creatures and nonbasic lands your
opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

eeper

Untaidake enters tapped.
{T}, Pay 2 life: Add {C}{C}. Spend
this mana only to cast legendary
spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

eeper

Untaidake enters tapped.
{T}, Pay 2 life: Add {C}{C}. Spend
this mana only to cast legendary
spells.

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

Untaidake, the Cloud Keeper Legendary Land Untaidake enters tapped. {T}, Pay 2 life: Add {C}{C}. Spend this mana only to cast legendary spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Untaidake, the Cloud Keeper Legendary Land Untaidake enters tapped. {T}, Pay 2 life: Add {C}{C}. Spend this mana only to cast legendary spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Ruinous Blast4W Legendary Sorcery (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.) Exile all nonland permanents that aren't legendary. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Ruinous Blast4W Legendary Sorcery (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.) Exile all nonland permanents that aren't legendary. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leyline of Sanctity (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix (R)(W) Instant Lightning Helix deals 3 damage to any target and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Linvala, Keeper of Silence (2)(W)(W) Legendary Creature -- Angel Flying Activated abilities of creatures your opponents control can't be activated. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Linvala, Keeper of Silence (2)(W)(W) Legendary Creature -- Angel Flying Activated abilities of creatures your opponents control can't be activated. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stony Silence 1W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stony Silence 1W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wear 1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] - - - RIGHT HALF - - - 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 PLAYbotbox.dev
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