

Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire 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 PLAYbotbox.dev	Bloodstained Mire 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 PLAYbotbox.dev
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①

Haste
Whenever this creature attacks,
exile the top card of your library
face down. (You can't look at it.)
{R}, Discard your hand, Sacrifice
this creature: Put all cards exiled
with this creature into their
owners' hands.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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1 B

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more --

- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
- * Target creature gets -2/-2 until end of turn.
- * Target opponent loses 2 life and you gain 2 life.

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5 W U

Flying
Double strike (This creature deals both first-strike and regular combat damage.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Whenever you gain life, draw a card.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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① ②

Sorcery

Reveal the top five cards of your library. You may put a creature card from among them into your hand. Put the rest into your graveyard.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, put up to two creature cards from among the revealed cards into your hand instead of one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R G

Creature -- Beast

Trample
Bloodrush -- {R}{G}, Discard this
card: Target attacking creature gets
+4/+4 and gains trample until end of
turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

Instant

Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

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1 R G

At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

4/5

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®

As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

B G

Trample
Discard a creature card: Put a +1/+1 counter on this creature.
{B}: Regenerate this creature.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Peatland Land {[T]}, Pay 1 life: Add {[B]} or {[G]}. {[1]}, {[T]}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({[T]}: Add {[B]} or {[G]}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({[T]}: Add {[B]} or {[G]}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast 2 G G Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Samut, Voice of Dissent 3 R G Legendary Creature -- Human Warrior Flash Double strike, vigilance, haste Other creatures you control have haste. {[W]}, {[T]}: Untap another target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samut, Voice of Dissent 3 R G Legendary Creature -- Human Warrior Flash Double strike, vigilance, haste Other creatures you control have haste. {[W]}, {[T]}: Untap another target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samut, Voice of Dissent 3 R G Legendary Creature -- Human Warrior Flash Double strike, vigilance, haste Other creatures you control have haste. {[W]}, {[T]}: Untap another target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulflyer 4 B B Creature -- Demon Delve (Each card you exile from your graveyard while casting this spell pays for {[1]}.) If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sylvan Caryatid 1 6 Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traverse the Ulvenwald 6 Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traverse the Ulvenwald 6 Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traverse the Ulvenwald 6 Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Verdant Catacombs

Land

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

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Zetalpa, Primal Dawn 6WW

Legendary Creature -- Elder Dinosaur

Flying, double strike, vigilance,
trample, indestructible

4/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zetalpa, Primal Dawn 6WW

Legendary Creature -- Elder Dinosaur

Flying, double strike, vigilance,
trample, indestructible

4/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zetalpa, Primal Dawn (6)(W)(W)

Legendary Creature -- Elder Dinosaur

Flying, double strike, vigilance,
trample, indestructible

4/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrupt Decay (B)(G)

Instant

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrupt Decay (B)(G)

Instant

This spell can't be countered.
Destroy target nonland permanent
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrupt Decay (B)(G)

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This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Grudge ①Ⓡ

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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Ashiok, Dream Render 1 U/B U/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality 1 B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - yuseimax - Modern (Modern Challenge)

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