

Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bloodbraid Elf 2RG Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodbraid Elf 2RG Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodbraid Elf 2RG Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodbraid Elf 2RG Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Lord Beerus - Modern (Modern Challenge) sheet 2/10 - 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.

Elder Gargaroth (3)(G)(G) Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elder Gargaroth (3)(G)(G) Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glorybringer (3)(R)(R) Creature -- Dragon Flying, haste You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glorybringer (3)(R)(R) Creature -- Dragon Flying, haste You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pillage 1R R Sorcery Destroy target artifact or land. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pillage 1R R Sorcery Destroy target artifact or land. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pillage 1R R Sorcery Destroy target artifact or land. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scavenging Ooze 1 G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 1 G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Pyromancer 1 R R Creature -- Human Shaman When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token. {3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Pyromancer 1 R R Creature -- Human Shaman When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token. {3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Utopia Sprawl ⑥ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.	Utopia Sprawl ⑥ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.	Utopia Sprawl ⑥ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.
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Utopia Sprawl ⑥ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.	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.	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.	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

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

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

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Abrade

① R

Instant

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

[sidebar]

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Anger of the Gods

① R R

Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anger of the Gods

① R R

Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arasta of the Endless Web (2)(G)(G)

2GG

Legendary Enchantment Creature -- Spider

Reach
Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lord_Beerus - Modern (Modern Challenge)

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

Boil 3 R Instant Destroy all Islands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boil 3 R Instant Destroy all Islands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cindervines R G Enchantment Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cindervines R G Enchantment Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collector Ouphe 1 G Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe 1 G Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth 2 G G Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth 2 G G Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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