

Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Virtue 2WW Enchantment If it's not your turn, you may exile a white card from your hand rather than pay this spell's mana cost. Flash Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Virtue 2WW Enchantment If it's not your turn, you may exile a white card from your hand rather than pay this spell's mana cost. Flash Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Virtue 2WW Enchantment If it's not your turn, you may exile a white card from your hand rather than pay this spell's mana cost. Flash Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Virtue 2WW Enchantment If it's not your turn, you may exile a white card from your hand rather than pay this spell's mana cost. Flash Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gather the Townsfolk 1 W Sorcery Create two 1/1 white Human creature tokens. Fateful hour -- If you have 5 or less life, create five of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gather the Townsfolk 1 W Sorcery Create two 1/1 white Human creature tokens. Fateful hour -- If you have 5 or less life, create five of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gather the Townsfolk 1 W Sorcery Create two 1/1 white Human creature tokens. Fateful hour -- If you have 5 or less life, create five of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gather the Townsfolk 1 W Sorcery Create two 1/1 white Human creature tokens. Fateful hour -- If you have 5 or less life, create five of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Intangible Virtue 1 W Enchantment Creature tokens you control get +1/+1 and have vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intangible Virtue 1 W Enchantment Creature tokens you control get +1/+1 and have vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intangible Virtue 1 W Enchantment Creature tokens you control get +1/+1 and have vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intangible Virtue 1 W Enchantment Creature tokens you control get +1/+1 and have vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. ----- BACK FACE ----- Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. ----- BACK FACE ----- Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. ----- BACK FACE ----- Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. ----- BACK FACE ----- Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Leyline of the Meek 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Creature tokens get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Meek 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Creature tokens get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Meek 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Creature tokens get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Meek 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Creature tokens get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lingering Souls 2W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lingering Souls 2W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lingering Souls 2W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lingering Souls 2W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Servo Exhibition 1 W Sorcery Create two 1/1 colorless Servo artifact creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Spectral Procession 2/W2/W2/W Sorcery Create three 1/1 white Spirit creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Procession 2/W2/W2/W Sorcery Create three 1/1 white Spirit creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windbrisk Heights Land Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This land enters tapped. {T}: Add {W}. {W}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windbrisk Heights Land Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This land enters tapped. {T}: Add {W}. {W}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn. 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	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	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deafening Silence Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev W	Deafening Silence Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev W	Rest in Peace 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 1W	Rest in Peace 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 1W
Rest in Peace 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 1W	Stony Silence Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	Stony Silence Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	Stony Silence Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W

Sundering Growth

6/W

6/W

Instant

Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.)

[sideboard]

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Sundering Growth

6/W

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Instant

Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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6/W

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Instant

Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.)

[sideboard]

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Playtest cards - Curveiganhei - Modern (Modern League)

sheet 10/10 - 3 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.