

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

⑤

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +4/+4 and has vigilance and lifelink.
{3}: Return this Equipment to its owner's hand.
Equip {5}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cleansing Wildfire 1R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flagstones of Trokair Legendary Land {T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flagstones of Trokair Legendary Land {T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flagstones of Trokair Legendary Land {T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flagstones of Trokair Legendary Land {T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	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	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

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 PLAY botbox.dev

Legendary Creature -- Spirit Cleric

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Geist of Saint Tract attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spirit Cleric

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Geist of Saint Tract attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spirit Cleric

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
Whenever Geist of Saint Tract attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spirit Cleric

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Geist of Saint Tract attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

(T}: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Island Mountain

({T}: Add {G}, {U}, or {R}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. 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	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maul of the Skyclaves (2)(W) Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+2 and has flying and first strike.(It deals combat damage before creatures without first strike.) Equip {2}{W}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Sea Gate Stormcaller (1)(U) Creature -- Human Wizard Kicker {4}{U} When this creature enters, copy the next instant or sorcery spell with mana value 2 or less you cast this turn when you cast it. If this creature was kicked, copy that spell twice instead. You may choose new targets for the copies. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sea Gate Stormcaller (1)(U) Creature -- Human Wizard Kicker {4}{U} When this creature enters, copy the next instant or sorcery spell with mana value 2 or less you cast this turn when you cast it. If this creature was kicked, copy that spell twice instead. You may choose new targets for the copies. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sea Gate Stormcaller (1)(U) Creature -- Human Wizard Kicker {4}{U} When this creature enters, copy the next instant or sorcery spell with mana value 2 or less you cast this turn when you cast it. If this creature was kicked, copy that spell twice instead. You may choose new targets for the copies. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serum Visions (U) Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

U

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

($\{T\}$: Add $\{U\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic

① W

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic (1W)

① W

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic (1W)

① W

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic (1)(W)

① W

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Fire and Ice (3)

③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from red and from blue. Whenever equipped creature deals combat damage to a player, this Equipment deals 2 damage to any target and you draw a card.

Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tribal Flames

① R

Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tribal Flames

① R

Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tribal Flames

①R

Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tribal Flames

①Ⓡ

Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Gust

① ②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Gust

① ②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Gust

① ②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Gust

①②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge 1 W Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Purge 1 W Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ceremonious Rejection U Instant Counter target colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ceremonious Rejection U Instant Counter target colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ceremonious Rejection U Instant Counter target colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ceremonious Rejection U Instant Counter target colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, the Mind Sculptor 2 U U Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	