

<div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ajani, Nacatl Pariah<div>1W</div></div><div>Legendary Creature -- Cat Warrior</div><div>When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div><div>1/2</div><div>BACK FACE</div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Guide of Souls</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Guide of Souls</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Guide of Souls</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Guide of Souls</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Laelia, the Blade Reforged</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Spirit Warrior</div> <div> Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Lightning Bolt deals 3 damage to any target. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Lightning Bolt deals 3 damage to any target. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Lightning Bolt deals 3 damage to any target. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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<p>Ocelot Pride (W)</p> <p>Creature -- Cat</p> <p>First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ocelot Pride (W)</p> <p>Creature -- Cat</p> <p>First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1 B)</p> <p>Creature -- Orc Archer</p> <p>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1 B)</p> <p>Creature -- Orc Archer</p> <p>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Playtest cards - mh7lucky - 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 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div></div> <div><div>Legendary Creature -- Dog</div><div>Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div></div> <div><div>Legendary Creature -- Dog</div><div>Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phlage, Titan of Fire's Fury</div><div><div>1</div><div>R</div><div>W</div></div></div> <div><div>Legendary Creature -- Elder Giant</div><div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--$\{R\}\{R\}\{W\}\{W\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phlage, Titan of Fire's Fury</div><div><div>1</div><div>R</div><div>W</div></div></div> <div><div>Legendary Creature -- Elder Giant</div><div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--$\{R\}\{R\}\{W\}\{W\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>([T]): Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin of House Markov</div><div>Card</div><div>----- OTHER FACE -----</div><div>Sorin of House Markov</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin of House Markov</div><div>Card</div><div>----- OTHER FACE -----</div><div>Sorin of House Markov</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin of House Markov</div><div>Card</div><div>----- OTHER FACE -----</div><div>Sorin of House Markov</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Damping Sphere</div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Damping Sphere</div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Damping Sphere</div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flare of Fortitude</div><div>Instant</div><div>You may sacrifice a nontoken white creature rather than pay this spell's mana cost. Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

2 W W

You may sacrifice a nontoken white creature rather than pay this spell's mana cost. Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

1/4

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

1/4

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<div>Wear(1)(R)</div> <div>Instant</div> <hr/> <p>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</p> <div>[sideboard]</div> <div>- - - RIGHT HALF - - -</div> <div>Tear(W)</div> <div>Instant</div> <hr/> <p>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wear(1)(R)</div> <div>Instant</div> <hr/> <p>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</p> <div>[sideboard]</div> <div>- - - RIGHT HALF - - -</div> <div>Tear(W)</div> <div>Instant</div> <hr/> <p>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wear(1)(R)</div> <div>Instant</div> <hr/> <p>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</p> <div>[sideboard]</div> <div>- - - RIGHT HALF - - -</div> <div>Tear(W)</div> <div>Instant</div> <hr/> <p>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>