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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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><b>Bloodghast</b><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodghast</b><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Bloodghast</b><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><b>Bloodstained Mire</b></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>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>Bridge from Below</div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bridge from Below</div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bridge from Below</div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Bridge from Below</div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Faithless Looting</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div><div>Faithless Looting</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div><div>Faithless Looting</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 |

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Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters with three mining counters on it.  
{}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters with three mining counters on it.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your graveyard as long as you control a Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> <b>Haunted Dead</b> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <p>When this creature enters, create a 1/1 white Spirit creature token with flying.</p> <p>{1}{B}, Discard two cards: Return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Hedron Crab</b> <div> <div>U</div> </div> </div> <div> <div>Creature -- Crab</div> <div> <p>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</p> </div> <div> <div>0/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Hedron Crab</b> <div> <div>U</div> </div> </div> <div> <div>Creature -- Crab</div> <div> <p>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</p> </div> <div> <div>0/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Hedron Crab</b> <div> <div>U</div> </div> </div> <div> <div>Creature -- Crab</div> <div> <p>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</p> </div> <div> <div>0/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Hedron Crab</b> <div> <div>U</div> </div> </div> <div> <div>Creature -- Crab</div> <div> <p>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</p> </div> <div> <div>0/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                             | <div> <div> <b>Insolent Neonate</b> <div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Discard a card, Sacrifice this creature: Draw a card.</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>          | <div> <div> <b>Insolent Neonate</b> <div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Discard a card, Sacrifice this creature: Draw a card.</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>          | <div> <div> <b>Insolent Neonate</b> <div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Discard a card, Sacrifice this creature: Draw a card.</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>          |

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| <b>Insolent Neonate</b> <span>(R)</span><br>Creature -- Vampire<br>Menace (This creature can't be blocked except by two or more creatures.)<br>Discard a card, Sacrifice this creature: Draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                           | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                           | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                           |
| <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                  | <b>Prized Amalgam</b> <span>(1)(U)(B)</span><br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Prized Amalgam</b> <span>(1)(U)(B)</span><br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Prized Amalgam</b> <span>(1)(U)(B)</span><br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Prized Amalgam</b> (1)(U)(B)<br>Creature -- Zombie<br>Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Steam Vents</b><br>Land -- Island Mountain<br>({T}: Add {U} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                              | <b>Stitcher's Supplier</b> (B)<br>Creature -- Zombie<br>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stitcher's Supplier</b> (B)<br>Creature -- Zombie<br>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                       |
| <b>Stitcher's Supplier</b> (B)<br>Creature -- Zombie<br>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      | <b>Stitcher's Supplier</b> (B)<br>Creature -- Zombie<br>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)                                                                                                                                                                                           | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  | <b>Viscera Seer</b> (B)<br>Creature -- Vampire Wizard<br>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                |
| <b>Viscera Seer</b> (B)<br>Creature -- Vampire Wizard<br>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                               | <b>Viscera Seer</b> (B)<br>Creature -- Vampire Wizard<br>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                               | <b>Walking Ballista</b> (X)(X)<br>Artifact Creature -- Construct<br>This creature enters with X +1/+1 counters on it.<br>{4}: Put a +1/+1 counter on this creature.<br>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Walking Ballista</b> (X)(X)<br>Artifact Creature -- Construct<br>This creature enters with X +1/+1 counters on it.<br>{4}: Put a +1/+1 counter on this creature.<br>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - PintuMtg - 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 7/10 - 8 cards - 2.5 x 3.5 in each

⊗ ⊗

This creature enters with X +1/+1 counters on it.  
 {4}: Put a +1/+1 counter on this creature.  
 Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⊗ ⊗

This creature enters with X +1/+1 counters on it.  
{4}: Put a +1/+1 counter on this creature.  
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Swamp

(T: Add {U} or {B}.)  
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 -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨ ⑩

Suspend 10--{R}  
Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended.

[sideboard]

9/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Greater Gargadon</b> (9)(R)</p> <p>Creature -- Beast</p> <hr/> <p>Suspend 10--{R}<br/>Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended.</p> <p>[sideboard]</p> <div>9/7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                           | <p><b>Ingot Chewer</b> (4)(R)</p> <p>Creature -- Elemental</p> <hr/> <p>When this creature enters, destroy target artifact.<br/>Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             | <p><b>Ingot Chewer</b> (4)(R)</p> <p>Creature -- Elemental</p> <hr/> <p>When this creature enters, destroy target artifact.<br/>Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             | <p><b>Ingot Chewer</b> (4)(R)</p> <p>Creature -- Elemental</p> <hr/> <p>When this creature enters, destroy target artifact.<br/>Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             |
| <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div> <b>Wispmare</b> <div> <div>2</div> <div>W</div> </div> </div> <div>           Creature -- Elemental         </div> <div>           Flying<br/>           When this creature enters, destroy target enchantment.<br/>           Evoke {W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Wispmare</b> <div> <div>2</div> <div>W</div> </div> </div> <div>           Creature -- Elemental         </div> <div>           Flying<br/>           When this creature enters, destroy target enchantment.<br/>           Evoke {W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Wispmare</b> <div> <div>2</div> <div>W</div> </div> </div> <div>           Creature -- Elemental         </div> <div>           Flying<br/>           When this creature enters, destroy target enchantment.<br/>           Evoke {W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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Playtest cards - PintuMtg - 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 10/10 - 3 cards - 2.5 x 3.5 in each