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| <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       |
| <div><div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div><div>Collected Company</div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div><div>Collected Company</div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**Collected Company**

3 G

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Collected Company**

3 G

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drogskol Captain

1 W U

Creature -- Spirit Soldier

Flying  
Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drogskol Captain

1 W U

Creature -- Spirit Soldier

Flying  
Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drogskol Captain

① W U

Creature -- Spirit Soldier

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Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drogskol Captain

① W U

Creature -- Spirit Soldier

**Flying**  
Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

## Playtest cards - gorhecks3 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><b>Flooded Strand</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><b>Geist of Saint Traft</b> 1WU</div><div>Legendary Creature -- Spirit Cleric</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>Whenever Geist of Saint Traft attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Geist of Saint Traft</b> 1WU</div><div>Legendary Creature -- Spirit Cleric</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>Whenever Geist of Saint Traft attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Hallowed Fountain</b></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.<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>Horizon Canopy</b></div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Horizon Canopy</b></div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Misty Rainforest</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Misty Rainforest</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Moorland Haunt</b><br>Land<br>{T}: Add {C}.<br>{W}{U}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token with flying.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                        | <b>Noble Hierarch</b> <sup>G</sup><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                     |

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| <b>Noble Hierarchy</b> <span>(G)</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Noble Hierarchy</b> <span>(G)</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Noble Hierarchy</b> <span>(G)</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Path to Exile</b> <span>(W)</span><br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  |
| <b>Path to Exile</b> <span>(W)</span><br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                      | <b>Path to Exile</b> <span>(W)</span><br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                      | <b>Path to Exile</b> <span>(W)</span><br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                      | <b>Phantasmal Image</b> <span>(1)(U)</span><br>Creature -- Illusion<br>You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Phantasmal Image</b> <span>1</span> <span>U</span><br><hr/> Creature -- Illusion<br><hr/> You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."<br><div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <b>Rattlechains</b> <span>1</span> <span>U</span><br><hr/> Creature -- Spirit<br><hr/> Flash<br>Flying<br>When this creature enters, target Spirit gains hexproof until end of turn.<br>You may cast Spirit spells as though they had flash.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Seachrome Coast</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      |
| <b>Seachrome Coast</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                | <b>Selfless Spirit</b> <span>1</span> <span>W</span><br><hr/> Creature -- Spirit Cleric<br><hr/> Flying<br>Sacrifice this creature: Creatures you control gain indestructible until end of turn.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Selfless Spirit</b> <span>1</span> <span>W</span><br><hr/> Creature -- Spirit Cleric<br><hr/> Flying<br>Sacrifice this creature: Creatures you control gain indestructible until end of turn.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <b>Selfless Spirit</b> <span>1</span> <span>W</span><br><hr/> Creature -- Spirit Cleric<br><hr/> Flying<br>Sacrifice this creature: Creatures you control gain indestructible until end of turn.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - gorhecks3 - Modern (Modern League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                      |

## Temple Garden

Land -- Forest Plains

( $\{T\}$ : Add  $\{G\}$  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

## 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

## 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

## 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

## Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Dromoka's Command (G)(W)

Instant

Choose two --

- \* Prevent all damage target instant or sorcery spell would deal this turn.
- \* Target player sacrifices an enchantment of their choice.
- \* Put a +1/+1 counter on target creature.
- \* Target creature you control fights target creature you don't control.

[sidebar]

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### Dromoka's Command (G)(W)

Instant

Choose two --

- \* Prevent all damage target instant or sorcery spell would deal this turn.
- \* Target player sacrifices an enchantment of their choice.
- \* Put a +1/+1 counter on target creature.
- \* Target creature you control fights target creature you don't control.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaddock Teeq 

Legendary Creature -- Kithkin Advisor

```
Noncreature spells with mana value 4
or greater can't be cast.
Noncreature spells with {X} in their
mana costs can't be cast.
```

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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| <b>Geist of Saint Traft</b> (1)(W)(U)<br><b>Legendary Creature -- Spirit Cleric</b><br><p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/> Whenever Geist of Saint Traft attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Rest in Peace</b> (1)(W)<br><b>Enchantment</b><br><p>When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Rest in Peace</b> (1)(W)<br><b>Enchantment</b><br><p>When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Rest in Peace</b> (1)(W)<br><b>Enchantment</b><br><p>When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Stony Silence</b> (1)(W)<br><b>Enchantment</b><br><p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                         | <b>Stony Silence</b> (1)(W)<br><b>Enchantment</b><br><p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                       | <b>Stony Silence</b> (1)(W)<br><b>Enchantment</b><br><p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                       | <b>Thalia, Guardian of Thraben</b> (1)(W)<br><b>Legendary Creature -- Human Soldier</b><br><p>First strike<br/> Noncreature spells cost {1} more to cast.</p> <p>[sideboard]</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                           |

Playtest cards - gorhecks3 - Modern (Modern League)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Thalia, Guardian of Thraben</b> <span>1</span> <span>W</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div>           First strike<br/>           Noncreature spells cost {1} more to cast.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Unified Will</b> <span>1</span> <span>U</span> </div> <div>           Instant         </div> <div>           Counter target spell if you control more creatures than that spell's controller.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Unified Will</b> <span>1</span> <span>U</span> </div> <div>           Instant         </div> <div>           Counter target spell if you control more creatures than that spell's controller.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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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