

Archfiend of Ifnir (3)(B)(B) Creature -- Demon Flying Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of Ifnir (3)(B)(B) Creature -- Demon Flying Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of Ifnir (3)(B)(B) Creature -- Demon Flying Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Dread Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Target creature can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Dread Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Target creature can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Dread Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Target creature can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - **LOGIN 465393** - 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

① ② ③

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Target creature can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 R

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

5 R

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

5 R

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

6/4

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5 R

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①(B/R)(B/R)

Sacrifice this creature: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

① B/R B/R

Sacrifice this creature: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {R} or {G}. Each opponent gains 1 life.

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{T}: Add {C}.
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Land

{T}: Add {C}.
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑧

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands 4 B Creature -- Horror Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monstrous Carabid 3 B R Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid 3 B R Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid 3 B R Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid 3 B R Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Overgrown Tomb

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide (2R)

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

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Exile this card from your hand: Add {R}.

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Exile this card from your hand: Add {R}.

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Simian Spirit Guide (2R)

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

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Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith (3)(B)(B)

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

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Street Wraith (3BB)

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

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Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Violent Outburst 1 R G Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Outburst 1 R G Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Outburst 1 R G Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Outburst 1 R G Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beast Within 2 G Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead R Instant Dead deals 2 damage to target creature. [sideboard] ----- RIGHT HALF ----- Gone 2 R Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead R Instant Dead deals 2 damage to target creature. [sideboard] ----- RIGHT HALF ----- Gone 2 R Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead R Instant Dead deals 2 damage to target creature. [sideboard] ----- RIGHT HALF ----- Gone 2 R Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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③ R

If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target.

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③ ④

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