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| <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                            | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                            | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                            | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                            |
| <div><div>Dragon's Rage Channeler</div><div><div>R</div></div><div>Creature -- Human Shaman</div><div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dragon's Rage Channeler</div><div><div>R</div></div><div>Creature -- Human Shaman</div><div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dragon's Rage Channeler</div><div><div>R</div></div><div>Creature -- Human Shaman</div><div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dragon's Rage Channeler</div><div><div>R</div></div><div>Creature -- Human Shaman</div><div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Expressive Iteration</div><div>U R</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Expressive Iteration</div><div>U R</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Expressive Iteration</div><div>U R</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Expressive Iteration</div><div>U R</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Force of Negation</div><div>1 U U</div></div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Force of Negation</div><div>1 U U</div></div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       |

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

[T], Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

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①

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Flying  
This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.  
Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 U U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

## Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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### Polluted Delta

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain

U

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain

U

## Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain

U

## Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain

U

## Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ragavan, Nimble Pilferer (R)

®

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

**Dash {1}{R}** (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ragavan, Nimble Pilferer** ®

Legendary Creature -- Monkey Pirate

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

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## Scalding Tarn

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sink into Stupor (1UU)

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

## Soporific Springs

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MikeCrow - 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.

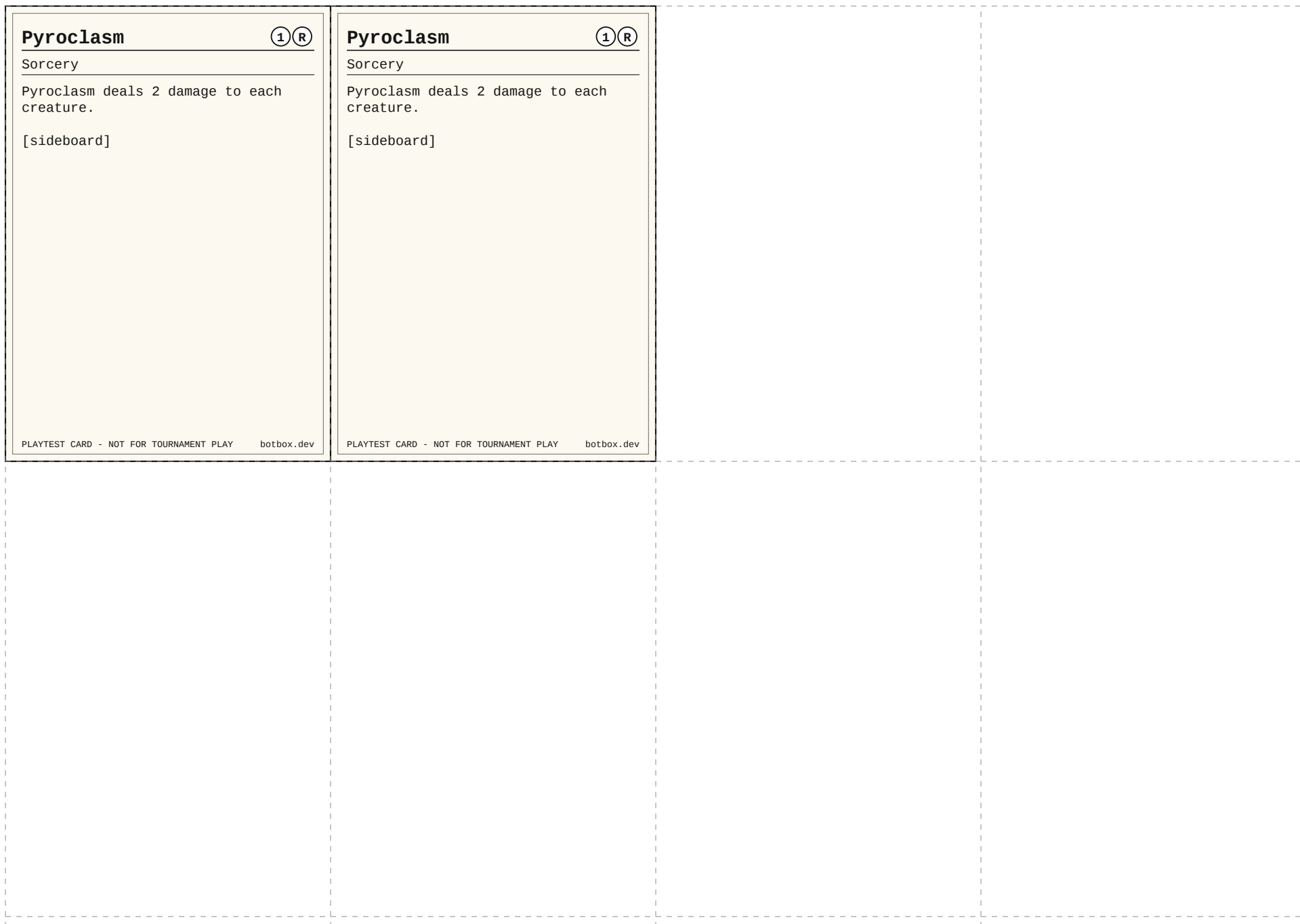
sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |
| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} 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> |

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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} 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>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} 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>Subtlety</div><div>2UU</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Subtlety</div><div>2UU</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unholy Heat</div><div>R</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Unholy Heat</div><div>R</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |

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| <div> <div> Unholy Heat R </div> <div> Instant </div> <div> Unholy Heat deals 2 damage to target creature or planeswalker.<br/> Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Unholy Heat R </div> <div> Instant </div> <div> Unholy Heat deals 2 damage to target creature or planeswalker.<br/> Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Wan Shi Tong, Librarian XUU </div> <div> Legendary Creature -- Bird Spirit </div> <div> Flash<br/> Flying, vigilance<br/> When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/> Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card. </div> <div> 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Wan Shi Tong, Librarian XUU </div> <div> Legendary Creature -- Bird Spirit </div> <div> Flash<br/> Flying, vigilance<br/> When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/> Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card. </div> <div> 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Blood Moon 2R </div> <div> Enchantment </div> <div> Nonbasic lands are Mountains.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                | <div> <div> Blood Moon 2R </div> <div> Enchantment </div> <div> Nonbasic lands are Mountains.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                | <div> <div> Consign to Memory U </div> <div> Instant </div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/> Counter target triggered ability or colorless spell.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                     | <div> <div> Consign to Memory U </div> <div> Instant </div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/> Counter target triggered ability or colorless spell.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                     |

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| <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Vacuum</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Vacuum</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Meltdown</div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>Meltdown</div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 - 2 cards - 2.5 x 3.5 in each