## Arid Mesa

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Case of the Gateway Express {1}{W}

Enchantment -- Case

When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.
To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Creatures you control get +1/+0.

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## Gleeful Demolition {R}

Sorcery

Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - mashmalovsky - Modern (Modern League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Goblin Bushwhacker (R)

Creature -- Goblin Warrior

Kicker {R} (You may pay an additional {R} as you cast this spell.)
When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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## Knight-Errant of Eos {4}{W}

Creature -- Human Knight

Convoke
When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.

**4/4**

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## Kuldotha Rebirth {R}

Sorcery

As an additional cost to cast this spell, sacrifice an artifact.
Create three 1/1 red Goblin creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Memnite (0)

Artifact Creature -- Construct

1/1

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## Novice Inspector (W)

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - mashmalovsky - Modern (Modern League)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ornithopter (0)

Artifact Creature -- Thopter

Flying

**0/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

**Playtest cards - mashmalovsky - Modern (Modern League)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

## Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thraben Inspector (W)

Creature -- Human Soldier

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Venerated Loxodon {4}{W}

Creature -- Elephant Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, put a +1/+1 counter on each creature that convoked it.

**4/4**

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## Voldaren Epicure {R}

Creature -- Vampire

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

**1/1**

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## Warden of the Inner Sky {W}

Creature -- Human Soldier

As long as this creature has three or more counters on it, it has flying and vigilance.
Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery.

**1/2**

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**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Boros Charm {R}{W}

Instant

Choose one --
* Boros Charm deals 4 damage to target player or planeswalker.
* Permanents you control gain indestructible until end of turn.
* Target creature gains double strike until end of turn.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

**2/2**

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fragmentize {W}

Sorcery

Destroy target artifact or enchantment with mana value 4 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jegantha, the Wellspring {4}{R/G}

Legendary Creature -- Elemental Elk

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leonin Relic-Warder {W}{W}

Creature -- Cat Cleric

When this creature enters, you may exile target artifact or enchantment.
When this creature leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

**2/2**

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Silence {W}

Instant

Your opponents can't cast spells this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Silence {W}

Instant

Your opponents can't cast spells this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - mashmalovsky - Modern (Modern League)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tormod's Cryptkeeper {3}

Artifact Creature -- Golem

Vigilance
{T}, Sacrifice this creature: Exile target player's graveyard.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wear {1}{R}

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

- - - RIGHT HALF - - -

## Tear {W}

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - mashmalovsky - Modern (Modern League)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.