

Arclight Phoenix (3)(R) Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arclight Phoenix (3)(R) Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arclight Phoenix (3)(R) Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arclight Phoenix (3)(R) Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Artist's Talent (1)(R) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Artist's Talent (1)(R) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Artist's Talent (1)(R) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Artist's Talent (1)(R) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt Land -- Swamp Mountain ([T]): Add [B] or [R].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain ([T]): Add [B] or [R].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land [T], Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land [T], Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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({{T}}: Add {{R}} or {{G}}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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X X R

Conflagrate deals X damage divided as you choose among any number of targets.
Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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3 B

Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.

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Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.

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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.)

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① ② B

When this creature dies, put target creature card from your graveyard on top of your library.
Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

When this creature dies, put target creature card from your graveyard on top of your library.
Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

When this creature dies, put target creature card from your graveyard on top of your library.
Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

1/1

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Lava Dart deals 1 damage to any target.
Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Lava Dart deals 1 damage to any target.
Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Dart R Instant Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Dart R Instant Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Life from the Loam 1G Sorcery Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Life from the Loam 1G Sorcery Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Otherworldly Gaze Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Otherworldly Gaze Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raucous Theater Land -- Swamp Mountain ({T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stinkweed Imp (2)(B) Creature -- Imp Flying Whenever this creature deals combat damage to a creature, destroy that creature. Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stinkweed Imp (2)(B) Creature -- Imp Flying Whenever this creature deals combat damage to a creature, destroy that creature. Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stinkweed Imp (2)(B) Creature -- Imp Flying Whenever this creature deals combat damage to a creature, destroy that creature. Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stinkweed Imp (2)(B) Creature -- Imp Flying Whenever this creature deals combat damage to a creature, destroy that creature. Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	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	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Conflagrate X X R Sorcery Conflagrate deals X damage divided as you choose among any number of targets. Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Axe R Instant As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Axe R Instant As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Axe R Instant As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Natural State G Instant Destroy target artifact or enchantment with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ox of Agonas 3 R R Creature -- 0x When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Revelation 1 W Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Revelation 1 W Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - Sodeq - 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