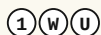


Ardent Plea

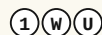


Enchantment

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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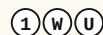


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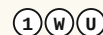


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crashing Footfalls

Sorcerv

Suspend 4--{G} (Rather than cast this card from your hand, pay {G} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Create two 4/4 green Rhino creature tokens with trample.

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Crashing Footfalls Sorcery Suspend 4--{G} (Rather than cast this card from your hand, pay {G} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Create two 4/4 green Rhino creature tokens with trample. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. RIGHT HALF Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fire Instant Fire deals 2 damage divided as you choose among one or two targets. RIGHT HALF Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. RIGHT HALF Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. RIGHT HALF Ice Instant Tap target permanent. Draw a card. 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.

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Force of Negation (1)(U)(U)

Instant

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding

5 W

Enchantment

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)

G/W G/U B/G R/G

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

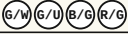
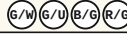
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Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - rafalowski - 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 6/10 - 8 cards - 2.5 x 3.5 in each

Shardless Agent 1 G U Artifact Creature -- Human Rogue 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.) 2/2 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	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 PLAYbotbox.dev	Subtlety 2 U U Creature -- Elemental Incarnation Flash Flying 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. Evoke--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thundering Falls Land -- Island Mountain ({T}: Add {U} 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	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	Xander's Lounge Land -- Island Swamp Mountain ({T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 1GG Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 1GG Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

Flying

When this creature enters, destroy target nonbasic land an opponent controls.

4/4

3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

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When this creature enters, destroy target nonbasic land an opponent controls.

4/4

Obsidian Charmaw 3 R R Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rough 1 R Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble 5 R Sorcery Tumble deals 6 damage to each creature with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rough 1 R Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble 5 R Sorcery Tumble deals 6 damage to each creature with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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