## Ancestral Anger Ⓡ

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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 PLAY botbox.dev


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Land -- Swamp Mountain

({T}: Add {B} or {R}.)
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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 PLAY botbox.dev


## Brute Force (R)

Instant

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cacophony Scamp (R)

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
When this creature dies, it deals damage equal to its power to any target.

1/1

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When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Callous Sell-Sword (1)(B)

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - - -

## Burn Together (R)

Sorcery -- Adventure

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Human Soldier

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2/2

- - - ADVENTURE - - -

## Burn Together {R}

Sorcery -- Adventure

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

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Creature -- Human Soldier

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## Burn Together {R}

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Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {R}.
{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heartfire Hero {R}

Creature -- Mouse Soldier

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.
When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of Resonance {2}{R}{R}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

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## Leyline of Resonance 2RR

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Monastery Swiftspear R

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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## Monstrous Rage R

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutagenic Growth GP

Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## 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

## Slickshot Show-Off {1}{R}

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Turn Inside Out {R}

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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**Playtest cards - MacIsaac - Modern v3 Group 7669E8 (Ancestral Anger, Brute Force) (Modern** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Wild Ride {R}

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wild Ride {R}

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

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## Wild Ride {R}

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Ride {R}

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline Axe {4}

Artifact -- Equipment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline Immersion {3}{G}

Enchantment -- Aura

Enchant legendary creature
Enchanted creature has ward {2} and "{T}: Add five mana in any combination of colors. Spend this mana only to cast spells."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Abundance {2}{G}{G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you tap a creature for mana, add an additional {G}.
{6}{G}{G}: Put a +1/+1 counter on each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Anticipation {2}{U}{U}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You may cast spells as though they had flash.

[sideboard]

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## Leyline of Combustion {2}{R}{R}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Hope {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If you would gain life, you gain that much life plus 1 instead.
As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Lifeforce {2}{G}{G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Creature spells can't be countered.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Lightning {2}{R}{R}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you cast a spell, you may pay {1}. If you do, this enchantment deals 1 damage to target player or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of the Guildpact {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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of the Meek {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Creature tokens get +1/+1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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**Leyline of Transformation** {2}{U}{U}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
As this enchantment enters, choose a creature type.
Creatures you control are the chosen type in addition to their other types. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Leyline of Vitality** {2}{G}{G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Creatures you control get +0/+1.
Whenever a creature you control enters, you may gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Poison Dart Frog** {1}{G}

Creature -- Frog

Reach
{T}: Add one mana of any color.
{2}: This creature gains deathtouch until end of turn.

[sideboard]

**1/1**

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