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| <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Blooming Marsh</b><br><b>Land</b><br><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                    | <b>Carrion Feeder</b> ⑤<br><b>Creature -- Zombie</b><br><p>This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                            | <b>Carrion Feeder</b> ⑤<br><b>Creature -- Zombie</b><br><p>This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                            | <b>Cauldron Familiar</b> ⑤<br><b>Creature -- Cat</b><br><p>When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             |

Playtest cards - Rottetrol - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Cauldron Familiar</b> <span>(B)</span><br>Creature -- Cat<br>When this creature enters, each opponent loses 1 life and you gain 1 life.<br>Sacrifice a Food: Return this card from your graveyard to the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Cauldron Familiar</b> <span>(B)</span><br>Creature -- Cat<br>When this creature enters, each opponent loses 1 life and you gain 1 life.<br>Sacrifice a Food: Return this card from your graveyard to the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Cauldron Familiar</b> <span>(B)</span><br>Creature -- Cat<br>When this creature enters, each opponent loses 1 life and you gain 1 life.<br>Sacrifice a Food: Return this card from your graveyard to the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span><br>Instant<br>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.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span><br>Instant<br>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.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span><br>Instant<br>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.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span><br>Instant<br>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.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     |

① W W

**Lifelink**  
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.  
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

**2/1**

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**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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**G**

```
Flying
When this creature enters, create a
Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana
of any color.
```

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div> <b>Grist, the Hunger Tide</b> <span>1B6</span> </div> <div>           Legendary Planeswalker -- Grist         </div> <div> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> </div> <div> <div>L3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Haliya, Guided by Light</b> <span>2W</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.</p> <p>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.</p> <p>Warp {W} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Haywire Mite</b> <span>1</span> </div> <div>           Artifact Creature -- Insect         </div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                             | <div> <b>Horizon Canopy</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                    |
| <div> <b>Lush Portico</b> </div> <div>           Land -- Forest Plains         </div> <div> <p>{T}: Add {G} or {W}.) This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                            | <div> <b>Malevolent Rumble</b> <span>16</span> </div> <div>           Sorcery         </div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                      | <div> <b>Marionette Apprentice</b> <span>1B</span> </div> <div>           Creature -- Human Artificer         </div> <div> <p>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)</p> <p>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Marionette Apprentice</b> <span>1B</span> </div> <div>           Creature -- Human Artificer         </div> <div> <p>Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)</p> <p>Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

## Marsh Flats

Land

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

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## Nurturing Peatland

Land

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

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## Orcish Bowmasters

① ②

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

① ② B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overgrown Tomb

Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  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

## Overgrown Tomb

Land -- Swamp Forest

( $\{T\}$ : Add  $\{B\}$  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

## Samwise Gamgee

GW

Legendary Creature -- Halfling Peasant

Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Samwise Gamgee**

GW

Legendary Creature -- Halfling Peasant

Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)

2/2

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| <div> <div>Samwise Gamgee</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Halfling Peasant</div> <div> Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) </div> </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Samwise Gamgee</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Halfling Peasant</div> <div> Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) </div> </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sephiroth, Fabled SOLDIER</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Sephiroth, Fabled SOLDIER</div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  | <div> <div>Sephiroth, Fabled SOLDIER</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Sephiroth, Fabled SOLDIER</div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  |
| <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> </div> <div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Sylvan Safekeeper</div> <div> <div>G</div> </div> <div> <div>Creature -- Human Wizard</div> <div> Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) </div> </div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                 | <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> </div> <div> <div>{T}: Add {G} or {W}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> </div> <div> <div>{T}: Add {G} or {W}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Rottetrol - 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

## Land - - Swamp Forest

([T]: Add [B] 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

## Young Wolf

**G**

Creature -- Wolf

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Abrupt Decay

**B G**

Instant

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

[sidebar]

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### Abrupt Decay

**B G**

Instant

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Collector Ouphe

① ② G

Creature - - Ouphe

Activated abilities of artifacts  
can't be activated.

[sidebar]

2/2

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## Creeping Corrosion (2)(G)(G)

2GG

Sorcery

Destroy all artifacts.

[sideboard]

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Crystal Barricade</b> (1)(W)<br>Artifact Creature -- Wall<br><hr/> Defender (This creature can't attack.)<br>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br>Prevent all noncombat damage that would be dealt to other creatures you control.<br><br>[sideboard]<br><br><div>0/4</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Drannith Magistrate</b> (1)(W)<br><hr/> Creature -- Human Wizard<br><hr/> Your opponents can't cast spells from anywhere other than their hands.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                               | <b>Emrakul, the Aeons Torn</b> (15)<br><hr/> Legendary Creature -- Eldrazi<br><hr/> This spell can't be countered.<br>When you cast this spell, take an extra turn after this one.<br>Flying, protection from spells that are one or more colors, annihilator 6<br>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br><br>[sideboard]<br><br><div>15/15</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Fatal Push</b> (B)<br><hr/> Instant<br><hr/> Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br><br>[sideboard]<br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> |
| <b>Fatal Push</b> (B)<br><hr/> Instant<br><hr/> Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br><br>[sideboard]<br><br><div>2/1</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                             | <b>Kataki, War's Wage</b> (1)(W)<br><hr/> Legendary Creature -- Spirit<br><hr/> All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}."<br><br>[sideboard]<br><br><div>2/1</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Skyclave Apparition</b> (1)(W)(W)<br><hr/> Creature -- Kor Spirit<br><hr/> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><br>[sideboard]<br><br><div>2/2</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>       | <b>Soul-Guide Lantern</b> (1)<br><hr/> Artifact<br><hr/> When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard]<br><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>        |

**Playtest cards - Rottetrol - 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 9/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                             |  |
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| <div> <div>Suncleanser</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</li> <li>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</li> </ul> </div> <div>[sideboard]</div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Veil of Summer</div> <div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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