

<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boggart Trawler</div><div>2B</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fell the Profane</div><div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fell the Profane</div><div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fell the Profane</div><div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Grief</div><div>2B B</div></div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>March of Wretched Sorrow</div><div>X B</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>March of Wretched Sorrow</div><div>X B</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>March of Wretched Sorrow</div><div>X B</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>March of Wretched Sorrow</div><div>X B</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Marsh Flats</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>Skip your draw step. At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards. Your maximum hand size is five. If a card or token would be put into your graveyard from anywhere, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>Skip your draw step. At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards. Your maximum hand size is five. If a card or token would be put into your graveyard from anywhere, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>Skip your draw step. At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards. Your maximum hand size is five. If a card or token would be put into your graveyard from anywhere, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>Skip your draw step. At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards. Your maximum hand size is five. If a card or token would be put into your graveyard from anywhere, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Phyrexian Tower

Legendary Land

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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

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Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tulio Jaudy - Modern (Modern Challenge 64)

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 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div>The One Ring</div> <div>Legendary Artifact</div> <div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The One Ring</div> <div>Legendary Artifact</div> <div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The One Ring</div> <div>Legendary Artifact</div> <div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Waterlogged Teachings</div> <div>34/8</div> <div>Instant</div> <div>Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Zof Consumption</div> <div>4BB</div> <div>Sorcery</div> <div>Each opponent loses 4 life and you gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Break the Ice</div> <div>BB</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Break the Ice</div> <div>BB</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Break the Ice</div> <div>BB</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Break the Ice</div> <div>BB</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Extirpate</div> <div>B</div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Extirpate</div> <div>B</div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Graveyard Trespasser</div> <div>2B</div> </div> <div>Creature -- Human Werewolf</div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> </div> <div>[sideboard]</div> <div>3/3</div> <div> <div>Graveyard Glutton</div> </div> <div>Creature -- Werewolf</div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> </div> <div>[sideboard]</div> <div>4/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Graveyard Trespasser</div> <div>2B</div> </div> <div>Creature -- Human Werewolf</div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> </div> <div>[sideboard]</div> <div>3/3</div> <div> <div>Graveyard Glutton</div> </div> <div>Creature -- Werewolf</div> <div> <p>Ward--Discard a card.</p> <p>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> </div> <div>[sideboard]</div> <div>4/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Hidetsugu Consumes All</div> <div>1BR</div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Destroy each nonland permanent with mana value 1 or less.</p> <p>II -- Exile all graveyards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div>[sideboard]</div> <div> <div> <div>Vessel of the All-Consuming</div> </div> </div> <div>Enchantment Creature -- Ogre Shaman</div> <div> <p>Trample</p> <p>Whenever this creature deals damage, put a +1/+1 counter on it.</p> <p>Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</p> </div> <div>[sideboard]</div> <div>3/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Molten Collapse</div> <div>BR</div> </div> <div>Sorcery</div> <div> <p>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)</p> <p>* Destroy target creature or planeswalker.</p> <p>* Destroy target noncreature, nonland permanent with mana value 1 or less.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Molten Collapse</div> <div>BR</div> </div> <div>Sorcery</div> <div> <p>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)</p> <p>* Destroy target creature or planeswalker.</p> <p>* Destroy target noncreature, nonland permanent with mana value 1 or less.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Plague Engineer</div> <div>2B</div> </div> <div>Creature -- Phyrexian Carrier</div> <div> <p>Deathtouch</p> <p>As this creature enters, choose a creature type.</p> <p>Creatures of the chosen type your opponents control get -1/-1.</p> </div> <div>[sideboard]</div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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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

<div> Plague Engineer <div> <div>2</div> <div>B</div> </div> </div> <div> Creature -- Phyrexian Carrier </div> <div> Deathtouch As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Rakdos Charm <div> <div>B</div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- * Exile target player's graveyard. * Destroy target artifact. * Each creature deals 1 damage to its controller. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Rakdos Charm <div> <div>B</div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- * Exile target player's graveyard. * Destroy target artifact. * Each creature deals 1 damage to its controller. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	