

<div>Arboreal Grazer</div> <div>⑥</div> <div>Creature -- Sloth Beast</div> <div>Reach</div> <div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blood Artist</div> <div>①B</div> <div>Creature -- Vampire</div> <div>Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Chord of Calling</div> <div>ⓧGGG</div> <div>Instant</div> <div>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.)</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chord of Calling</div> <div>ⓧGGG</div> <div>Instant</div> <div>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.)</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chord of Calling</div> <div>ⓧGGG</div> <div>Instant</div> <div>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.)</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chord of Calling</div> <div>ⓧGGG</div> <div>Instant</div> <div>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.)</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Chthonian Nightmare <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, you get {E}{E}{E} (three energy counters).</p> <p>Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.</p> <p>Activate only as a sorcery.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Chthonian Nightmare <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, you get {E}{E}{E} (three energy counters).</p> <p>Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.</p> <p>Activate only as a sorcery.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Chthonian Nightmare <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, you get {E}{E}{E} (three energy counters).</p> <p>Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.</p> <p>Activate only as a sorcery.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Delighted Halfling <div> <div>G</div> </div> </div> <div> <div>Creature -- Halfling Citizen</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> Delighted Halfling <div> <div>G</div> </div> </div> <div> <div>Creature -- Halfling Citizen</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Delighted Halfling <div> <div>G</div> </div> </div> <div> <div>Creature -- Halfling Citizen</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Delighted Halfling <div> <div>G</div> </div> </div> <div> <div>Creature -- Halfling Citizen</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Dryad Arbor <div> <div>G</div> </div> </div> <div> <div>Land Creature -- Forest Dryad</div> <div> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div>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.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Flare of Cultivation</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Sorcery</div> <div>You may sacrifice a nontoken green creature rather than pay this spell's mana cost. Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Flare of Cultivation</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Sorcery</div> <div>You may sacrifice a nontoken green creature rather than pay this spell's mana cost. Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Flare of Cultivation</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Sorcery</div> <div>You may sacrifice a nontoken green creature rather than pay this spell's mana cost. Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Flare of Cultivation</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Sorcery</div> <div>You may sacrifice a nontoken green creature rather than pay this spell's mana cost. Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hapatra, Vizier of Poisons (B)(G) <hr/> Legendary Creature -- Human Cleric <hr/> Whenever Hapatra deals combat damage to a player, you may put a -1/-1 counter on target creature. Whenever you put one or more -1/-1 counters on a creature, create a 1/1 green Snake creature token with deathtouch. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Orcish Bowmasters (1)(B) <hr/> Creature -- Orc Archer <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Orcish Bowmasters (1)(B) <hr/> Creature -- Orc Archer <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Orcish Bowmasters (1)(B) <hr/> Creature -- Orc Archer <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Orcish Bowmasters (1)(B) <hr/> Creature -- Orc Archer <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Overgrown Tomb <hr/> Land -- Swamp Forest <hr/> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Overgrown Tomb <hr/> Land -- Swamp Forest <hr/> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Phyrexian Tower <hr/> Legendary Land <hr/> {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Strangleroot Geist</div><div><div>G</div><div>G</div></div><div>Creature -- Spirit</div><div>Haste 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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strangleroot Geist</div><div><div>G</div><div>G</div></div><div>Creature -- Spirit</div><div>Haste 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.)</div><div>2/1</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>Twilight Mire</div><div>Land</div><div>{T}: Add {C}. {B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>({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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>	<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>

Verdant Catacombs

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

Verdant Catacombs

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

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

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

Yawgmoth, Thran Physician (2)(B)(B)

Legendary Creature -- Human Cleric

Protection from Humans

Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

{B}{B}, Discard a card: Proliferate.
(Choose any number of permanents
and/or players, then give each
another counter of each kind already
there.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth, Thran Physician (2)(B)(B)

Legendary Creature -- Human Cleric

Protection from Humans

Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

{B}{B}, Discard a card: Proliferate.
(Choose any number of permanents
and/or players, then give each
another counter of each kind already
there.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth, Thran Physician (2)(B)(B)

Legendary Creature -- Human Cleric

Protection from Humans

Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

{B}{B}, Discard a card: Proliferate.
(Choose any number of permanents
and/or players, then give each
another counter of each kind already
there.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth, Thran Physician (2)(B)(B)

Legendary Creature -- Human Cleric

Protection from Humans

Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

{B}{B}, Discard a card: Proliferate.
(Choose any number of permanents
and/or players, then give each
another counter of each kind already
there.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Wolf ⑥ 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.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Wolf ⑥ 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.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Wolf ⑥ 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.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Wolf ⑥ 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.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collector Ouphe ①⑥ Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance ①⑥⑥ 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] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance ①⑥⑥ 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] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nictophobia - Modern (Modern Challenge 32)

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

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

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

① B B

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Reclamation Sage <div> <div>2</div> <div>6</div> </div> </div> <div> Creature -- Elf Shaman </div> <div> When this creature enters, you may destroy target artifact or enchantment. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Sheoldred, the Apocalypse <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Soulless Jailer <div> <div>2</div> </div> </div> <div> Artifact Creature -- Phyrexian Golem </div> <div> Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. </div> <div> [sideboard] </div> <div> <div>0/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	
---	--	--	--