

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Boggart Trawler (2)(B) Creature -- Goblin When this creature enters, exile target player's graveyard. <div>3/1</div> ----- BACK FACE ----- Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boggart Trawler (2)(B) Creature -- Goblin When this creature enters, exile target player's graveyard. <div>3/1</div> ----- BACK FACE ----- Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bump in the Night (B) Sorcery Target opponent loses 3 life. Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bump in the Night (B) Sorcery Target opponent loses 3 life. Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<p>Chancellor of the Dross ④③③③</p> <p>Creature -- Phyrexian Vampire</p> <p>You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way.</p> <p>Flying, lifelink</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chancellor of the Dross ④③③③</p> <p>Creature -- Phyrexian Vampire</p> <p>You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way.</p> <p>Flying, lifelink</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Collective Brutality ①③</p> <p>Sorcery</p> <p>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</p> <p>Choose one or more --</p> <ul style="list-style-type: none"> * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Collective Brutality ①③</p> <p>Sorcery</p> <p>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</p> <p>Choose one or more --</p> <ul style="list-style-type: none"> * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Playtest cards - jontih - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Gonti's Machinations</div><div>B</div></div><div>Enchantment</div><div>Whenever you lose life for the first time each turn, you get {E}. (You get an energy counter. Damage causes loss of life.) Pay {E}{E}, Sacrifice this enchantment: Each opponent loses 3 life. You gain life equal to the life lost this way.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Gonti's Machinations</div><div>B</div></div><div>Enchantment</div><div>Whenever you lose life for the first time each turn, you get {E}. (You get an energy counter. Damage causes loss of life.) Pay {E}{E}, Sacrifice this enchantment: Each opponent loses 3 life. You gain life equal to the life lost this way.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hopeless Nightmare</div><div>B</div></div><div>Enchantment</div><div>When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hopeless Nightmare</div><div>B</div></div><div>Enchantment</div><div>When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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BBB

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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.

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({{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

When this creature enters, target opponent gains control of it. At the beginning of your upkeep, this creature deals 2 damage to you.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorin of House Markov

Card

- - - OTHER FACE - - -

Sorin of House Markov

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Spike

5 B B

Instant

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land - - Swamp

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<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>	<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>
<div><div>Break the Ice</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><div>Break the Ice</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><div>Break the Ice</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><div>Force of Despair</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Force of Despair 1BB </div> <div> Instant </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Harsh Mentor 1R </div> <div> Creature -- Human Cleric </div> <div> <p>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Harsh Mentor 1R </div> <div> Creature -- Human Cleric </div> <div> <p>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Harsh Mentor 1R </div> <div> Creature -- Human Cleric </div> <div> <p>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Rakdos Charm BR </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Exile target player's graveyard. * Destroy target artifact. * Each creature deals 1 damage to its controller. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rakdos Charm BR </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Exile target player's graveyard. * Destroy target artifact. * Each creature deals 1 damage to its controller. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rakdos Charm BR </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Exile target player's graveyard. * Destroy target artifact. * Each creature deals 1 damage to its controller. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Roiling Vortex 1R </div> <div> Enchantment </div> <div> <p>At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Roiling Vortex</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.</p> <p>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.</p> <p>{R}: Your opponents can't gain life this turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Toxic Deluge</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>All creatures get -X/-X until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Toxic Deluge</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>All creatures get -X/-X until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	