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| <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>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><b>Bloodstained Mire</b></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><b>Bloodstained Mire</b></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><b>Bloodstained Mire</b></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><b>Bloodstained Mire</b></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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| <b>Darkslick Shores</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                          | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> <p>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Dreams of Steel and Oil</b> (B)<br><hr/> Sorcery<br><hr/> <p>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                              | <b>Flare of Malice</b> (2)(B)(B)<br><hr/> Instant<br><hr/> <p>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                   | <b>Flare of Malice</b> (2)(B)(B)<br><hr/> Instant<br><hr/> <p>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                   |

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| <b>Flare of Malice</b> (2)(B)(B)<br>Instant<br>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Founding the Third Path</b> (1)(U)<br>Enchantment -- Saga<br>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)<br>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.<br>II -- Target player mills four cards.<br>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Founding the Third Path</b> (1)(U)<br>Enchantment -- Saga<br>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)<br>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.<br>II -- Target player mills four cards.<br>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Inquisition of Kozilek</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                     |
| <b>Inquisition of Kozilek</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      | <b>Lightning Skelemental</b> (B)(R)(R)<br>Creature -- Elemental Skeleton<br>Trample, haste<br>Whenever this creature deals combat damage to a player, that player discards two cards.<br>At the beginning of the end step, sacrifice this creature. <div>6/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                         | <b>Lightning Skelemental</b> (B)(R)(R)<br>Creature -- Elemental Skeleton<br>Trample, haste<br>Whenever this creature deals combat damage to a player, that player discards two cards.<br>At the beginning of the end step, sacrifice this creature. <div>6/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                         | <b>Lightning Skelemental</b> (B)(R)(R)<br>Creature -- Elemental Skeleton<br>Trample, haste<br>Whenever this creature deals combat damage to a player, that player discards two cards.<br>At the beginning of the end step, sacrifice this creature. <div>6/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - DragonFodder - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Lightning Skelemental</b> (B)(R)(R)<br>Creature -- Elemental Skeleton<br>Trample, haste<br>Whenever this creature deals combat damage to a player, that player discards two cards.<br>At the beginning of the end step, sacrifice this creature.<br><div>6/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mishra's Bauble</b> (0)<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | <b>Mishra's Bauble</b> (0)<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | <b>Mishra's Bauble</b> (0)<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            |
| <b>Mishra's Bauble</b> (0)<br>Artifact<br>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                   | <b>Nethergoyf</b> (B)<br>Creature -- Lhurgoyf<br>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.<br>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)<br><div>*/1+*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nethergoyf</b> (B)<br>Creature -- Lhurgoyf<br>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.<br>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)<br><div>*/1+*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nethergoyf</b> (B)<br>Creature -- Lhurgoyf<br>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.<br>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)<br><div>*/1+*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

**B**

Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.

Escape-- $\{2\}\{B\}$ , Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## 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

Land

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

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**(B)**

Creature -- Zombie

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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| <div><div><div>Stitcher's Supplier</div><div>B</div></div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stitcher's Supplier</div><div>B</div></div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stitcher's Supplier</div><div>B</div></div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Tainted Indulgence</div><div>UB</div></div><div>Instant</div><div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Tainted Indulgence</div><div>UB</div></div><div>Instant</div><div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Thoughtseize</div><div>B</div></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> |

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| <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unearth</div><div>Sorcery</div><div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Unearth</div><div>Sorcery</div><div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Unearth</div><div>Sorcery</div><div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |
| <div><div>Unearth</div><div>Sorcery</div><div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div><div>Unholy Heat</div><div>Instant</div><div><div>Unholy Heat deals 2 damage to target creature or planeswalker.</div><div>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unholy Heat</div><div>Instant</div><div><div>Unholy Heat deals 2 damage to target creature or planeswalker.</div><div>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unholy Heat</div><div>Instant</div><div><div>Unholy Heat deals 2 damage to target creature or planeswalker.</div><div>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Watery Grave</b> </div> <div> Land -- Island Swamp </div> <div> ({T}: Add {U} or {B}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                         | <div> <b>Wonder</b> </div> <div> Creature -- Incarnation </div> <div> Flying<br/> As long as this card is in your graveyard and you control an Island, creatures you control have flying. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                        | <div> <b>Wonder</b> </div> <div> Creature -- Incarnation </div> <div> Flying<br/> As long as this card is in your graveyard and you control an Island, creatures you control have flying. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                        | <div> <b>Wonder</b> </div> <div> Creature -- Incarnation </div> <div> Flying<br/> As long as this card is in your graveyard and you control an Island, creatures you control have flying. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                    |
| <div> <b>Ashiok, Dream Render</b> </div> <div> Legendary Planeswalker -- Ashiok </div> <div> Spells and abilities your opponents control can't cause their controller to search their library.<br/> [-1]: Target player mills four cards. Then exile each opponent's graveyard.<br/><br/> [sideboard] </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Brotherhood's End</b> </div> <div> Sorcery </div> <div> Choose one --<br/> * Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/> * Destroy all artifacts with mana value 3 or less.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Brotherhood's End</b> </div> <div> Sorcery </div> <div> Choose one --<br/> * Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/> * Destroy all artifacts with mana value 3 or less.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Dreams of Steel and Oil</b> </div> <div> Sorcery </div> <div> Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |



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| <div> <div>Rakdos Charm</div> <div> <div>B</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Exile target player's graveyard.</div> <div>* Destroy target artifact.</div> <div>* Each creature deals 1 damage to its controller.</div> </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Untimely Malfunction</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Destroy target artifact.</div> <div>* Change the target of target spell or ability with a single target.</div> <div>* One or two target creatures can't block this turn.</div> </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Untimely Malfunction</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Destroy target artifact.</div> <div>* Change the target of target spell or ability with a single target.</div> <div>* One or two target creatures can't block this turn.</div> </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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