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| <div> <b>Dragon's Rage Channeler</b> <span>Ⓡ</span> </div> <div>           Creature -- Human Shaman         </div> <div> <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.)</p> <p>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> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Dragon's Rage Channeler</b> <span>Ⓡ</span> </div> <div>           Creature -- Human Shaman         </div> <div> <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.)</p> <p>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> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Expressive Iteration</b> <span>Ⓡ</span><span>Ⓡ</span> </div> <div>           Sorcery         </div> <div> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Expressive Iteration</b> <span>Ⓡ</span><span>Ⓡ</span> </div> <div>           Sorcery         </div> <div> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Expressive Iteration</b> <span>Ⓡ</span><span>Ⓡ</span> </div> <div>           Sorcery         </div> <div> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                   | <div> <b>Expressive Iteration</b> <span>Ⓡ</span><span>Ⓡ</span> </div> <div>           Sorcery         </div> <div> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                   | <div> <b>Gut Shot</b> <span>ⓇⓅ</span> </div> <div>           Instant         </div> <div> <p>{R/P} can be paid with either {R} or 2 life.)</p> <p>Gut Shot deals 1 damage to any target.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                         | <div> <b>Lava Dart</b> <span>Ⓡ</span> </div> <div>           Instant         </div> <div> <p>Lava Dart deals 1 damage to any target.</p> <p>Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                 |

Playtest cards - S1D - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost.<br/>Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost.<br/>Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost.<br/>Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |
| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                        | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                        | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                        | <div><div><div>Mishra's Bauble</div><div>Artifact</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## ①

{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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

**1/2**

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mutagenic Growth</div><div>Instant</div><div>({G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mutagenic Growth</div><div>Instant</div><div>({G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Mutagenic Growth</div><div>GP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Mutagenic Growth</div><div>GP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Preordain</div><div>U</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Preordain</div><div>U</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    |
| <div><div>Preordain</div><div>U</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Preordain</div><div>U</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Slickshot Show-Off</div><div>1R</div><div>Creature -- Bird Wizard</div><div>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Slickshot Show-Off</b> (1)(R)<br><hr/> Creature -- Bird Wizard<br><hr/> Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Slickshot Show-Off</b> (1)(R)<br><hr/> Creature -- Bird Wizard<br><hr/> Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Slickshot Show-Off</b> (1)(R)<br><hr/> Creature -- Bird Wizard<br><hr/> Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Steam Vents</b><br><hr/> Land -- Island Mountain<br><hr/> ({T}: Add {U} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                |
| <b>Steam Vents</b><br><hr/> Land -- Island Mountain<br><hr/> ({T}: Add {U} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                  | <b>Thundering Falls</b><br><hr/> Land -- Island Mountain<br><hr/> ({T}: Add {U} or {R}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                            | <b>Violent Urge</b> (R)<br><hr/> Instant<br><hr/> Target creature gets +1/+0 and gains first strike until end of turn.<br>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   | <b>Violent Urge</b> (R)<br><hr/> Instant<br><hr/> Target creature gets +1/+0 and gains first strike until end of turn.<br>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - S1D - Modern (Modern League)

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     |
| <div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Shattering Spree</div><div>R</div><div>Sorcery</div><div>Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattering Spree</div><div>R</div><div>Sorcery</div><div>Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul-Guide Lantern</div><div>1</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul-Guide Lantern</div><div>1</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Unholy Heat</div><div>R</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Unholy Heat</div><div>R</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |

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