

**G**

Reach  
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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① ②

Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.

0/1

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## Legendary Land

{T}: Add {G}.  
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.

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X G G G

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.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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| <b>Chthonian Nightmare</b> ① ②<br><hr/> <b>Enchantment</b><br><hr/> <p>When this enchantment enters, you get {E}{E}{E} (three energy counters).<br/> 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.<br/> Activate only as a sorcery.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Chthonian Nightmare</b> ① ②<br><hr/> <b>Enchantment</b><br><hr/> <p>When this enchantment enters, you get {E}{E}{E} (three energy counters).<br/> 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.<br/> Activate only as a sorcery.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Chthonian Nightmare</b> ① ②<br><hr/> <b>Enchantment</b><br><hr/> <p>When this enchantment enters, you get {E}{E}{E} (three energy counters).<br/> 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.<br/> Activate only as a sorcery.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Delighted Halfling</b> ⑥<br><hr/> <b>Creature -- Halfling Citizen</b><br><hr/> <p>{T}: Add {C}.<br/> {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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Delighted Halfling</b> ⑥<br><hr/> <b>Creature -- Halfling Citizen</b><br><hr/> <p>{T}: Add {C}.<br/> {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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                 | <b>Delighted Halfling</b> ⑥<br><hr/> <b>Creature -- Halfling Citizen</b><br><hr/> <p>{T}: Add {C}.<br/> {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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                 | <b>Delighted Halfling</b> ⑥<br><hr/> <b>Creature -- Halfling Citizen</b><br><hr/> <p>{T}: Add {C}.<br/> {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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                 | <b>Dryad Arbor</b><br><hr/> <b>Land Creature -- Forest Dryad</b><br><hr/> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                    |

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| <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>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> |
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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div>Gilded Goose</div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                       | <div>Grist, the Hunger Tide</div> <div>Legendary Planeswalker -- Grist</div> <div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                    | <div>Grist, the Hunger Tide</div> <div>Legendary Planeswalker -- Grist</div> <div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                    |
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Playtest cards - Nicolas Biekert - Modern (Pro Tour Modern Horizons 3 Modern Decklists U-Z

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 4/10 - 8 cards - 2.5 x 3.5 in each

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

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| <div><div>Strangleroot Geist</div><div><div>G</div><div>G</div></div><div>Creature -- Spirit</div><div>Haste<br/>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<br/>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].<br/>[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].)<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.)</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

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## Verdant Catacombs

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

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## 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.

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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

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

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**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

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①

When this creature dies, you gain 2 life.

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

1/1

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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.

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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.

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