

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

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Land - - Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Creature -- Human Wizard

At the beginning of your upkeep,
reveal the top card of your library
and put that card into your hand.
You lose life equal to its mana
value.

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Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental Shaman

Sacrifice this creature: Destroy target nonbasic land.

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Fulminator Mage 1 B/R B/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek B Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek B Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inquisition of Kozilek B Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1 B R Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1 B R Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1 B R Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

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① B B

```
[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
```

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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L 3

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Destroy target nonland permanent and all other permanents with the same name as that permanent.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

As this enchantment enters, choose Khans or Dragons.

- * **Khans** -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.
- * **Dragons** -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.
{T}: Add {R} or {G}.
{2}{R}{G}: Until end of turn, this land becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a +1/+1 counter on it." It's still a land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze 1 6 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze 1 6 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarmogoyf 1 6 Token Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. (This token's mana cost is {1}{G}.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarmogoyf 1 6 Token Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. (This token's mana cost is {1}{G}.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarmogoyf 1 6 Token Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. (This token's mana cost is {1}{G}.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.
(This token's mana cost is {1}{G}.)

$$* / 1 + *$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)(R)

Destroy target creature. It can't be regenerated.

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(B)(R)

Destroy target creature. It can't be regenerated.

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(B)

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 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.

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧ

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact:
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Ⓟ B/R

ⓑ/ⓡ

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

(G/W)

(G/W)

When this creature enters, you gain 2 life.
Persist (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.)

3/2

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Persist (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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

B

®

Flying
 {1}{R}: Olivia Voldaren deals 1 damage to another target creature. That creature becomes a Vampire in addition to its other types. Put a +1/+1 counter on Olivia Voldaren.
 {3}{B}{B}: Gain control of target Vampire for as long as you control Olivia Voldaren.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outpost Siege

③ ② ①

Enchantment

As this enchantment enters, choose Khans or Dragons.

* Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.

* Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pia and Kiran Nalaar

② ② ①

Legendary Creature -- Human Artificer

When Pia and Kiran Nalaar enters, create two 1/1 colorless Thopter artifact creature tokens with flying.

{2}{R}, Sacrifice an artifact: Pia and Kiran Nalaar deals 2 damage to any target.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze

① ② ①

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - joseaf - Modern (Modern Daily Swiss)

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 10/10 - 3 cards - 2.5 x 3.5 in each