

Boggart Trawler

2

B

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

--- BACK FACE ---

Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

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Dauthi Voidwalker

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Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

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Fatal Push

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Instant

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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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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2 B B

Destroy target creature or planeswalker.

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

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B

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Choose one --
* Target player discards a card.
* Target creature gets +2/-1 until
end of turn.
* Target creature gains swampwalk
until end of turn. (It can't be
blocked as long as defending player
controls a Swamp.)
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2 B B

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoked--Exile a black card from your hand.

3/2

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When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
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<div>Liliana of the Veil 1B3</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Liliana of the Veil 1B3</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Liliana of the Veil 1B3</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Malakir Rebirth B</div> <div>Instant</div> <div>Choose target creature. You lose 2 life. Until end of turn, that creature gains "When this creature dies, return it to the battlefield tapped under its owner's control."</div> <div>--- BACK FACE ---</div> <div>Malakir Mire</div> <div>Land</div> <div>This land enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nethergoyf</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Nihil Spellbomb</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Not Dead After All</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Archer</div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Archer</div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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<div> Shadowspear <div>1</div> </div> <div> <div>Legendary Artifact -- Equipment</div> <div>Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Shadowy Backstreet </div> <div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> Swamp </div> <div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - LegendaryCyborg - Modern (Modern League)

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

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<div> <div>Tourach, Dread Cantor</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Cleric</div> <div> <div>Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)</div> <div>Protection from white</div> <div>Whenever an opponent discards a card, put a +1/+1 counter on Tourach.</div> <div>When Tourach enters, if it was kicked, target opponent discards two cards at random.</div> </div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Urborg, Tomb of Yawgmoth</div> </div> <div> <div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urborg, Tomb of Yawgmoth</div> </div> <div> <div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urborg, Tomb of Yawgmoth</div> </div> <div> <div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div> Ashiok, Dream Render </div> <div> Legendary Planeswalker -- Ashiok </div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Break the Ice </div> <div> Sorcery </div> <div> <p>Destroy target land that is snow or could produce {C}.</p> <p>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Break the Ice </div> <div> Sorcery </div> <div> <p>Destroy target land that is snow or could produce {C}.</p> <p>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Collective Brutality </div> <div> Sorcery </div> <div> <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>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

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If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

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WB

Exile target permanent with mana value 4 or greater.

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W

Destroy target artifact or enchantment with mana value 4 or less.

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W

Your opponents can't cast spells this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Your opponents can't cast spells this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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.

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①②

Activated abilities of artifacts
can't be activated.

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1 B

Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)

Whenever an opponent discards a card, put a +1/+1 counter on Tourach.

When Tourach enters, if it was kicked, target opponent discards two cards at random.

[sidebar]

2/1

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2 B

As an additional cost to cast this spell, pay X life.

All creatures get -X/-X until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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2 B

As an additional cost to cast this spell, pay X life.

All creatures get -X/-X until end of turn.

[sideboard]

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