

**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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2 R G

Creature -- Elf Berserker

Haste (This creature can attack and [T] as soon as it comes under your control.)

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

3/2

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| <div><div><div>Bloodbraid Elf</div><div><div>2</div><div>R</div><div>G</div></div></div><div>Creature -- Elf Berserker</div><div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div><div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div></div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blood Crypt</div></div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                               |
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① ⑧

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.

2/1

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① ②

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.

2/1

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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.

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

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**B G**

Trample  
Whenever this creature deals combat damage to a player, surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)  
Delirium -- This creature gets +2/+2 as long as there are four or more card types among cards in your graveyard.

2/2

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2/2

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| <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Kolaghan's Command</div><div>1BR</div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           |

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| <div> <b>Lightning Bolt</b> <span>Ⓡ</span> </div> <div> Instant </div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Liliana of the Veil</b> <span>①</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div> Legendary Planeswalker -- Liliana </div> <div> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Liliana of the Veil</b> <span>①</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div> Legendary Planeswalker -- Liliana </div> <div> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Liliana of the Veil</b> <span>①</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div> Legendary Planeswalker -- Liliana </div> <div> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Liliana, the Last Hope</b> <span>①</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div> Legendary Planeswalker -- Liliana </div> <div> <p>[+1]: Up to one target creature gets -2/-1 until your next turn.<br/>[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.<br/>[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Maelstrom Pulse</b> <span>①</span><span>Ⓑ</span><span>Ⓔ</span> </div> <div> Sorcery </div> <div> <p>Destroy target nonland permanent and all other permanents with the same name as that permanent.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                             | <div> <b>Overgrown Tomb</b> </div> <div> Land -- Swamp Forest </div> <div> <p>([T]: Add [B] or [G].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                        | <div> <b>Raging Ravine</b> </div> <div> Land </div> <div> <p>This land enters tapped.<br/>[T]: Add [R] or [G].<br/>[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.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                           |

Playtest cards - mikhail67 - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td> | <div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td> | <div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td> | <div><div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div><div>Token Creature -- Lhurgoyf</div><div><div>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.<br/>(This token's mana cost is {1}{G}.)</div></div><div><div></div><div><div>*/1+*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Terminate</div><div><div>B</div><div>R</div></div></div><div>Instant</div><div><div>Destroy target creature. It can't be regenerated.</div></div><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Verdant Catacombs</div></div><div>Land</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td>                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Verdant Catacombs</div></div><div>Land</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td>                                                                                                                                                                                                                                                                                         | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Verdant Catacombs</div></div><div>Land</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td>                                                                                                                                                                                               | <div><div><div>Verdant Catacombs</div></div><div>Land</div><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><div><div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     |

## Verdant Catacombs

Land

{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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## Verdant Catacombs

Land

{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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## Verdant Catacombs

Land

{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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## Wooded Foothills

Land

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

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① R

Instant

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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① R R

Sorcerv

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

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① R R

Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

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① B

Sorcerv

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more --

- \* 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.

[sideboard]

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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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RG

Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.

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①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

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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.)

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| <div> <div> <b>Nihil Spellbomb</b> <div>1</div> </div> <div> <div>Artifact</div> <div> {[T]}, Sacrifice this artifact: Exile target player's graveyard.<br/> When this artifact is put into a graveyard from the battlefield, you may pay {[B]}. If you do, draw a card. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Nihil Spellbomb</b> <div>1</div> </div> <div> <div>Artifact</div> <div> {[T]}, Sacrifice this artifact: Exile target player's graveyard.<br/> When this artifact is put into a graveyard from the battlefield, you may pay {[B]}. If you do, draw a card. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Shatterstorm</b> <div>2RR</div> </div> <div> <div>Sorcery</div> <div> Destroy all artifacts. They can't be regenerated. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - mikhail67 - 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 10/10 - 3 cards - 2.5 x 3.5 in each