Archon of Cruelty {6}{B}{B}

Creature -- Archon

Flying
Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Cruelty {6}{B}{B}

Creature -- Archon

Flying
Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Cruelty {6}{B}{B}

Creature -- Archon

Flying
Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Alive {2}{B}

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Alive {2}{B}

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Alive {2}{B}

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mabiv - Modern (Modern RCQ - F2FTour Halifax) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Buried Alive (2)(B)

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cauldron Familiar (B)

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.
Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cauldron Familiar (B)

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.
Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkblast (B)

Instant

Target creature gets -1/-1 until end of turn.
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Darkblast {B}

Instant

Target creature gets -1/-1 until end of turn.
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fragmentize {W}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fragmentize {W}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Abolisher {W}{W}

Creature -- Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Isolate {W}

Instant

Exile target permanent with mana value 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legion's End {1}{B}

Sorcery

Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Leyline of the Void (2)(B)(B)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void (2)(B)(B)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile (W)

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile (W)

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile (W)

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile (W)

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Persist (1)(B)

Sorcery

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Persist (1)(B)

Sorcery

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Persist (1)(B)

Sorcery

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Persist (1)(B)

Sorcery

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mabiv - Modern (Modern RCQ - F2FTour Halifax) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Persist {1}{B}

Sorcery

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Obliterator {B}{B}{B}{B}

Creature -- Phyrexian Horror

Trample
Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Fell Rites {W}{B}

Creature -- Human Warlock

{T}, Pay 3 life, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.
Unearth {3}{W}{B} ({3}{W}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Fell Rites {W}{B}

Creature -- Human Warlock

{T}, Pay 3 life, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.
Unearth {3}{W}{B} ({3}{W}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mabiv - Modern (Modern RCQ - F2FTour Halifax) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Priest of Fell Rites {W}{B}

Creature -- Human Warlock

{T}, Pay 3 life, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.
Unearth {3}{W}{B} ({3}{W}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shineshadow Snarl

Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shineshadow Snarl

Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shineshadow Snarl

Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shineshadow Snarl

Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Snare {W}

Enchantment

{W}, Sacrifice this enchantment: Exile target creature that's attacking you or a planeswalker you control.

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

Playtest cards - mabiv - Modern (Modern RCQ - F2FTour Halifax) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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

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

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

The Underworld Cookbook (1)

Artifact -- Book

{T}, Discard a card: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
{4}, {T}, Sacrifice this artifact: Return target creature card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Unmarked Grave {1}{B}

Sorcery

Search your library for a nonlegendary card, put that card into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Pharaoh {2}{B}{B}{B}

Creature -- Zombie

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Whenever combat damage is dealt to you or a planeswalker you control, if this card is in your graveyard, destroy target attacking creature, then put this card on top of your library.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Oven {1}

Artifact

{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Oven {1}

Artifact

{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mabiv - Modern (Modern RCQ - F2FTour Halifax) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Infernal Reckoning {B}

Instant

Exile target colorless creature. You gain life equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Reckoning {B}

Instant

Exile target colorless creature. You gain life equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Reckoning {B}

Instant

Exile target colorless creature. You gain life equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Reckoning {B}

Instant

Exile target colorless creature. You gain life equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legion's End {1}{B}

Sorcery

Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suncleanser {1}{W}

Creature -- Human Cleric

When this creature enters, choose one --
* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.
* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mabiv - Modern (Modern RCQ - F2FTour Halifax) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Suncleanser (1)(W)

Creature -- Human Cleric

When this creature enters, choose one --
* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.
* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suncleanser (1)(W)

Creature -- Human Cleric

When this creature enters, choose one --
* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.
* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troll of Khazad-dûm (5)(B)

Creature -- Troll

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.