

<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Fell the Profane</div><div>2BB</div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div></div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fell the Profane</div><div>2BB</div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div></div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fell the Profane</div><div>2BB</div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div></div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fell the Profane</div><div>2BB</div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div></div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Inquisition of Kozilek (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inquisition of Kozilek (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inquisition of Kozilek (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inquisition of Kozilek (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Nictophobia - Modern (Modern League) sheet 3/10 - 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.

<div> <div>Necrodominance</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <p>Skip your draw step.</p> <p>At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards.</p> <p>Your maximum hand size is five.</p> <p>If a card or token would be put into your graveyard from anywhere, exile it instead.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Necrodominance</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <p>Skip your draw step.</p> <p>At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards.</p> <p>Your maximum hand size is five.</p> <p>If a card or token would be put into your graveyard from anywhere, exile it instead.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Phyrexian Tower</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice a creature: Add {B}{B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Phyrexian Tower</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice a creature: Add {B}{B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Phyrexian Tower</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice a creature: Add {B}{B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Profane Tutor</div> </div> <div> <div>Sorcery</div> <div> <p>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> <p>Search your library for a card, put that card into your hand, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Profane Tutor</div><div>Sorcery</div><div>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Profane Tutor</div><div>Sorcery</div><div>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Profane Tutor</div><div>Sorcery</div><div>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sheoldred, the Apocalypse (2)(B)(B)</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Sheoldred, the Apocalypse (2)(B)(B)</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin of House Markov</div><div>Card</div><div>----- OTHER FACE -----</div><div><div>Sorin of House Markov</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Sorin of House Markov</div><div>Card</div><div>----- OTHER FACE -----</div><div><div>Sorin of House Markov</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Soul Spike (5)(B)(B)</div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life.</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>
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<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The One Ring</div> <div>4</div> <div>Legendary Artifact</div> <div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The One Ring</div> <div>4</div> <div>Legendary Artifact</div> <div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div><div>Damnation</div><div>2BB</div></div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>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. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>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. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>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. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{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.</p> <p>[sideboard]</p> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{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.</p> <p>[sideboard]</p> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{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.</p> <p>[sideboard]</p> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{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.</p> <p>[sideboard]</p> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
<div> Disruptor Flute (2) </div> <div> Artifact </div> <div> <p>Flash</p> <p>As this artifact enters, choose a card name.</p> <p>Spells with the chosen name cost {3} more to cast.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> Engineered Explosives (X) </div> <div> Artifact </div> <div> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</p> <p>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> Engineered Explosives (X) </div> <div> Artifact </div> <div> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</p> <p>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> March of Wretched Sorrow (X)(B) </div> <div> Instant </div> <div> <p>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.</p> <p>March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>

<div> March of Wretched Sorrow (X)(B) </div> <div> Instant </div> <div> <p>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Sheoldred, the Apocalypse (2)(B)(B) </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> <p>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Thoughtseize (B) </div> <div> Sorcery </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	