

<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 - yriel - Modern (Modern Challenge 64) 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.

B B B

Skip your draw step.
At the beginning of your end step,
you may pay any amount of life. If
you do, draw that many cards.
Your maximum hand size is five.
If a card or token would be put into
your graveyard from anywhere, exile
it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BBB

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash
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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

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1 B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Profane Tutor

Sorcery

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

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Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Spike

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - yriel - Modern (Modern Challenge 64)

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;

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

<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Disruptor Flute (2) </div> <div> Artifact </div> <div> Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Engineered Explosives (X) </div> <div> Artifact </div> <div> 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. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Engineered Explosives (X) </div> <div> Artifact </div> <div> 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. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> March of Wretched Sorrow (X)(B) </div> <div> Instant </div> <div> 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. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>	
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