

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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Fatal Push

(B)

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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| <b>Fell the Profane</b> (2)(B)(B)<br>Instant<br>Destroy target creature or planeswalker.<br><br>----- BACK FACE -----<br><b>Fell Mire</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                            | <b>Fell the Profane</b> (2)(B)(B)<br>Instant<br>Destroy target creature or planeswalker.<br><br>----- BACK FACE -----<br><b>Fell Mire</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                            | <b>Fell the Profane</b> (2)(B)(B)<br>Instant<br>Destroy target creature or planeswalker.<br><br>----- BACK FACE -----<br><b>Fell Mire</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                            | <b>Flare of Malice</b> (2)(B)(B)<br>Instant<br>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev    |
| <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>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.<br><br><div>3/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>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.<br><br><div>3/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>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.<br><br><div>3/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>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.<br><br><div>3/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

## Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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## Instant

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."

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## Land

This land enters tapped.  
{T}: Add {B}.

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| <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phyrexian Tower</b><br>Legendary Land<br>{T}: Add {C}.<br>{T}, Sacrifice a creature: Add {B}{B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      |
| <b>Phyrexian Tower</b><br>Legendary Land<br>{T}: Add {C}.<br>{T}, Sacrifice a creature: Add {B}{B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                             | <b>Phyrexian Tower</b><br>Legendary Land<br>{T}: Add {C}.<br>{T}, Sacrifice a creature: Add {B}{B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                             | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br>Legendary Creature -- Phyrexian Praetor<br>Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                        | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br>Legendary Creature -- Phyrexian Praetor<br>Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <p><b>Sheoldred, the Apocalypse</b> (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Soul Spike</b> (5)(B)(B)</p> <p>Instant</p> <p>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Soul Spike</b> (5)(B)(B)</p> <p>Instant</p> <p>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Soul Spike</b> (5)(B)(B)</p> <p>Instant</p> <p>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Soul Spike</b> (5)(B)(B)</p> <p>Instant</p> <p>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                        | <p><b>Swamp</b></p> <p>Basic Land -- Swamp</p> <p>({T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                          | <p><b>Swamp</b></p> <p>Basic Land -- Swamp</p> <p>({T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                          | <p><b>Swamp</b></p> <p>Basic Land -- Swamp</p> <p>({T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                          |

Playtest cards - sokos13 - Modern (Modern Challenge 32)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}.<br/>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 Ring4</div> <div>Legendary Artifact</div> <div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{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 Ring4</div> <div>Legendary Artifact</div> <div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{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 Ring4</div> <div>Legendary Artifact</div> <div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{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>The One Ring</div><div>4</div></div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{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> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       |
| <div><div><div>Break the Ice</div><div>B B</div></div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div><div>Break the Ice</div><div>B B</div></div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Break the Ice</div><div>B B</div></div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")<br/><br/>[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.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Damping Sphere</b> <span>②</span> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Erebos, God of the Dead</b> <span>③</span><span>Ⓑ</span> </div> <div>           Legendary Enchantment Creature -- God         </div> <div> <p><b>Indestructible</b><br/>           As long as your devotion to black is less than five, Erebos isn't a creature. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)<br/>           Your opponents can't gain life.<br/>           {1}{B}, Pay 2 life: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Flare of Malice</b> <span>②</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div>Instant</div> <div> <p>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Force of Despair</b> <span>①</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Force of Despair</b> <span>①</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                      | <div> <b>Sheoldred, the Apocalypse</b> <span>②</span><span>Ⓑ</span><span>Ⓑ</span> </div> <div>           Legendary Creature -- Phyrexian Praetor         </div> <div> <p><b>Deathtouch</b><br/>           Whenever you draw a card, you gain 2 life.<br/>           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 PLAYbotbox.dev</div> </div>                                                                                                                                              | <div> <b>Soulless Jailer</b> <span>②</span> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                       | <div> <b>Soulless Jailer</b> <span>②</span> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                          |

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| <div> <b>Soulless Jailer</b> <div>2</div> </div> <div>           Artifact Creature -- Phyrexian Golem         </div> <div>           Permanent cards in graveyards can't enter the battlefield.<br/>           Players can't cast noncreature spells from graveyards or exile.         </div> <div>           [sideboard]         </div> <div> <div>0/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Surgical Extraction</b> <div>BP</div> </div> <div>           Instant         </div> <div>           ({B/P} can be paid with either {B} or 2 life.)<br/>           Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Thoughtseize</b> <div>B</div> </div> <div>           Sorcery         </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>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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