

<div><div>Bloodstained Mire</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodstained Mire</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div><div>Boggart Trawler</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Castle Locthwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Castle Locthwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Castle Locthwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div><div>Cling to Dust</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div><div>Fatal Push</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

Fatal Push (B) <hr/> Instant <hr/> 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.	Fatal Push (B) <hr/> Instant <hr/> 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.	Fatal Push (B) <hr/> Instant <hr/> 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.	Fell the Profane (2)(B)(B) <hr/> Instant <hr/> Destroy target creature or planeswalker. <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> Fell Mire <hr/> Land <hr/> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.
Fell the Profane (2)(B)(B) <hr/> Instant <hr/> Destroy target creature or planeswalker. <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> Fell Mire <hr/> Land <hr/> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.	Grief (2)(B)(B) <hr/> Creature -- Elemental Incarnation <hr/> 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. <div>3/2</div>	Grief (2)(B)(B) <hr/> Creature -- Elemental Incarnation <hr/> 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. <div>3/2</div>	Grief (2)(B)(B) <hr/> Creature -- Elemental Incarnation <hr/> 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. <div>3/2</div>
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Playtest cards - mhc2cd40 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

2 B B

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoked--Exile a black card from your hand.

3/2

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(B)

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."

- - - BACK FACE - - -

Land

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

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B

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."

- - - BACK FACE - - -

Land

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

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(B)

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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March of Wretched Sorrow (X)(B)

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.

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Marsh Flats

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

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<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Necrodominance (B)(B)(B)</p> <p>Legendary Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Legendary Land

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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

U B

Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.
Discard a card: Put a +1/+1 counter on this creature.
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

UB

Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.

Discard a card: Put a +1/+1 counter on this creature.

Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Creature -- Frog

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Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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4/5

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<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Thoughtseize</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div> ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Urborg, Tomb of Yawgmoth</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 PLAY botbox.dev</div>	<div>Verdant Catacombs</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Break the Ice</div> <div>Sorcery</div> <div> Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Break the Ice</div> <div>Sorcery</div> <div> Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Damping Sphere</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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Damping Sphere</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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Disruptor Flute ② <hr/> Artifact <hr/> 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Force of Despair ①B B <hr/> Instant <hr/> 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Force of Despair ①B B <hr/> Instant <hr/> 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Surgical Extraction BP <hr/> Instant <hr/> ({B/P} can be paid with either {B} or 2 life.) 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Surgical Extraction BP <hr/> Instant <hr/> ({B/P} can be paid with either {B} or 2 life.) 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Surgical Extraction BP <hr/> Instant <hr/> ({B/P} can be paid with either {B} or 2 life.) 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	The One Ring ④ <hr/> Legendary Artifact <hr/> 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	The One Ring ④ <hr/> Legendary Artifact <hr/> 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>The One Ring</div> <div>4</div> </div> <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. [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Toxic Deluge</div> <div>2B</div> </div> <div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Toxic Deluge</div> <div>2B</div> </div> <div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	