

Boggart Trawler

②Ⓑ

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fatal Push

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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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Fell the Profane

②ⒷⒷ

Instant

Destroy target creature or planeswalker.

BACK FACE

Fell Mire

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

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Fell the Profane

②ⒷⒷ

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Destroy target creature or planeswalker.

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Destroy target creature or planeswalker.

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As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

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<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>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</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>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</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>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</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Malakir Rebirth (B)</p> <p>Instant</p> <p>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."</p> <p>----- BACK FACE -----</p> <p>Malakir Mire</p> <p>Land</p> <p>This land enters tapped.</p> <p>{T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Malakir Rebirth (B)</p> <p>Instant</p> <p>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."</p> <p>----- BACK FACE -----</p> <p>Malakir Mire</p> <p>Land</p> <p>This land enters tapped.</p> <p>{T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Malakir Rebirth (B)</p> <p>Instant</p> <p>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."</p> <p>----- BACK FACE -----</p> <p>Malakir Mire</p> <p>Land</p> <p>This land enters tapped.</p> <p>{T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Malakir Rebirth (B)</p> <p>Instant</p> <p>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."</p> <p>----- BACK FACE -----</p> <p>Malakir Mire</p> <p>Land</p> <p>This land enters tapped.</p> <p>{T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - bodaijyu1221 - 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

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Necrodominance (B)(B)(B)</div><div>Legendary Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Necrodominance (B)(B)(B)</div><div>Legendary Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Necrodominance (B)(B)(B) Legendary Enchantment 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	Necrodominance (B)(B)(B) Legendary Enchantment 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	Orcish Bowmasters (1)(B) Creature -- Orc Archer 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	Orcish Bowmasters (1)(B) Creature -- Orc Archer 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
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<div><div><div>Sheoldred, the Apocalypse</div><div><div>2</div><div>B</div><div>B</div></div></div><div>Legendary Creature -- Phyrexian Praetor</div><div><div>Deathtouch</div><div>Whenever you draw a card, you gain 2 life.</div><div>Whenever an opponent draws a card, they lose 2 life.</div></div><div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div></div><div>Instant</div><div><div>You may exile two black cards from your hand rather than pay this spell's mana cost.</div><div>Soul Spike deals 4 damage to any target and you gain 4 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div></div><div>Instant</div><div><div>You may exile two black cards from your hand rather than pay this spell's mana cost.</div><div>Soul Spike deals 4 damage to any target and you gain 4 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div></div><div>Instant</div><div><div>You may exile two black cards from your hand rather than pay this spell's mana cost.</div><div>Soul Spike deals 4 damage to any target and you gain 4 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>The One Ring</div><div>4</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The One Ring</div><div>4</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The One Ring</div><div>4</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The One Ring</div><div>4</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.</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>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>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>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>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>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>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>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.") [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.") [sideboard] </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory Ⓤ</div> <div>Instant</div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory Ⓤ</div> <div>Instant</div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Damnation (2)(B)(B) <hr/> Sorcery <hr/> Destroy all creatures. They can't be regenerated. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Damnation (2)(B)(B) <hr/> Sorcery <hr/> Destroy all creatures. They can't be regenerated. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Damping Sphere (2) <hr/> Artifact <hr/> 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] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Damping Sphere (2) <hr/> Artifact <hr/> 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] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Engineered Explosives (X) <hr/> Artifact <hr/> 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. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Flusterstorm (U) <hr/> Instant <hr/> Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Flusterstorm (U) <hr/> Instant <hr/> Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Grafdigger's Cage (1) <hr/> Artifact <hr/> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Spell Snare</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target spell with mana value 2.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Spell Snare</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target spell with mana value 2.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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