## Armageddon {3}{W}

Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy all lands.

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## Aura of Silence {1}{W}{W}

Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.
Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Black Vise {1}

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - MNeu - Premodern v3 Group 148355 (Renewed Faith, Eternal Dragon) ($1K Pre** sheet 1/10 - 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.

## Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Enlightened Tutor {W}

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Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

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Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Equipoise {2}{W}

Enchantment

At the beginning of your upkeep, for each land target player controls in excess of the number you control, choose a land that player controls, then the chosen permanents phase out. Repeat this process for artifacts and creatures. (While they're phased out, they're treated as though they don't exist. They phase in before that player untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - MNeu - Premodern v3 Group 148355 (Renewed Faith, Eternal Dragon) ($1K Pre** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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## Equipoise (2)(W)

Enchantment

At the beginning of your upkeep, for each land target player controls in excess of the number you control, choose a land that player controls, then the chosen permanents phase out. Repeat this process for artifacts and creatures. (While they're phased out, they're treated as though they don't exist. They phase in before that player untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Feldon's Cane (1)

Artifact

{T}, Exile this artifact: Shuffle your graveyard into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mox Diamond (0)

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
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{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orim's Chant (W)

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phyrexian Furnace (1)

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Plains**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Remote Farm

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {W}{W}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {W}{W}. If there are no depletion counters on this land, sacrifice it.

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{T}, Remove a depletion counter from this land: Add {W}{W}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ruins of Trokair

Land

This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add {W}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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This land enters tapped.
{T}: Add {W}.
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{T}: Add {W}.
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## Sands of Time {4}

Artifact

Each player skips their untap step. At the beginning of each player's upkeep, that player simultaneously untaps each tapped artifact, creature, and land they control and taps each untapped artifact, creature, and land they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sands of Time {4}

Artifact

Each player skips their untap step. At the beginning of each player's upkeep, that player simultaneously untaps each tapped artifact, creature, and land they control and taps each untapped artifact, creature, and land they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Story Circle {1}{W}{W}

Enchantment

As this enchantment enters, choose a color.
{W}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Exile target creature. Its controller gains life equal to its power.

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Exile target creature. Its controller gains life equal to its power.

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Exile target creature. Its controller gains life equal to its power.

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## Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

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Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Aura of Silence {1}{W}{W}

Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.
Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment

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Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cleansing Meditation {1}{W}{W}

Sorcery

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

[sideboard]

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Sorcery

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Defense Grid {2}

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Light of Day {3}{W}

Enchantment

Black creatures can't attack or block.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Presence of the Master {3}{W}

Enchantment

Whenever a player casts an enchantment spell, counter it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sphere of Law {3}{W}

Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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## Tsabo's Web (2)

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tsabo's Web (2)

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Zuran Orb (0)

Artifact

Sacrifice a land: You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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