Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of Wits (2)(U)

Creature -- Snake Wizard

When this creature enters, you may draw cards equal to its power. If you do, discard two cards.
Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DrMaD - Unknown format (Set Roulette Summer 2026) 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.

Champion of Wits {2}{U}

Creature -- Snake Wizard

When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indrik Stomphowler {4}{G}

Creature -- Beast

When this creature enters, destroy target artifact or enchantment.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indrik Stomphowler {4}{G}

Creature -- Beast

When this creature enters, destroy target artifact or enchantment.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Death {3}{B}{B}

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Death {3}{B}{B}

Sorcery

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Living Death {3}{B}{B}

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantasmal Image {1}{U}

Creature -- Illusion

You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Signet {2}

Artifact

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Signet {2}

Artifact

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Signet {2}

Artifact

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Signet {2}

Artifact

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reanimate {B}

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reanimate {B}

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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Reanimate {B}

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Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rise (U)(B)

Sorcery

Return target creature card from a graveyard and target creature on the battlefield to their owners' hands.

- - - RIGHT HALF - - -

Fall (B)(R)

Sorcery

Target player reveals two cards at random from their hand, then discards each nonland card revealed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Return target creature card from a graveyard and target creature on the battlefield to their owners' hands.

- - - RIGHT HALF - - -

Fall (B)(R)

Sorcery

Target player reveals two cards at random from their hand, then discards each nonland card revealed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DrMaD - Unknown format (Set Roulette Summer 2026) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Sifter Wurm {5}{G}{G}

Creature -- Wurm

Trample
When this creature enters, scry 3, then reveal the top card of your library. You gain life equal to that card's mana value.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet {2}

Artifact

{1}, {T}: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet {2}

Artifact

{1}, {T}: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet {2}

Artifact

{1}, {T}: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet {2}

Artifact

{1}, {T}: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum {4}

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum {4}

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum {4}

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx of Uthuun {5}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Sphinx

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When this creature enters, reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Struggle {2}{R}

Instant

Struggle deals damage to target creature equal to the number of lands you control.

- - - AFTERMATH HALF - - -

Survive {1}{G}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Each player shuffles their graveyard into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Struggle deals damage to target creature equal to the number of lands you control.

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Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Each player shuffles their graveyard into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DrMaD - Unknown format (Set Roulette Summer 2026) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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The Scarab God {3}{U}{B}

Legendary Creature -- God

At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control.
{2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie.
When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- God

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When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Defeat {1}{U}

Instant

Counter target blue spell. If it was a Jace planeswalker spell, scry 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Defeat {1}{U}

Instant

Counter target blue spell. If it was a Jace planeswalker spell, scry 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nicol Bolas, God-Pharaoh {4}{U}{B}{R}

Legendary Planeswalker -- Bolas

[+2]: Target opponent exiles cards from the top of their library until they exile a nonland card. Until end of turn, you may cast that card without paying its mana cost.
[+1]: Each opponent exiles two cards from their hand.
[-4]: Nicol Bolas deals 7 damage to target opponent, creature an opponent controls, or planeswalker an opponent controls.
[-12]: Exile each nonland permanent your opponents control.

[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nicol Bolas, God-Pharaoh {4}{U}{B}{R}

Legendary Planeswalker -- Bolas

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[sideboard]

L 7

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Legendary Planeswalker -- Bolas

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[-4]: Nicol Bolas deals 7 damage to target opponent, creature an opponent controls, or planeswalker an opponent controls.
[-12]: Exile each nonland permanent your opponents control.

[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap {2}{B}{B}

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap {2}{B}{B}

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[sideboard]

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Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rise {U}{B}

Sorcery

Return target creature card from a graveyard and target creature on the battlefield to their owners' hands.

[sideboard]

- - - RIGHT HALF - - -

Fall {B}{R}

Sorcery

Target player reveals two cards at random from their hand, then discards each nonland card revealed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torment of Hailfire {X}{B}{B}

Sorcery

Repeat the following process X times. Each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DrMaD - Unknown format (Set Roulette Summer 2026) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Vampire Nighthawk (1)(B)(B)

Creature -- Vampire Shaman

Flying
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampire Nighthawk (1)(B)(B)

Creature -- Vampire Shaman

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Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampire Nighthawk (1)(B)(B)

Creature -- Vampire Shaman

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Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DrMaD - Unknown format (Set Roulette Summer 2026) sheet 10/10 - 3 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.