## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Charcoal Diamond (2)

Artifact

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

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**Playtest cards - sc1016 - Premodern v3 Group 749DF0 (Mishra's Helix, Karn, Silver Golem) (** 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.

## City of Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cursed Scroll {1}

Artifact

{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dark Suspicions {2}{B}{B}

Enchantment

At the beginning of each opponent's upkeep, that player loses X life, where X is the number of cards in that player's hand minus the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dark Suspicions {2}{B}{B}

Enchantment

At the beginning of each opponent's upkeep, that player loses X life, where X is the number of cards in that player's hand minus the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Death Wish {1}{B}{B}

Sorcery

You may put a card you own from outside the game into your hand. You lose half your life, rounded up.
Exile Death Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Sorcery

You may put a card you own from outside the game into your hand. You lose half your life, rounded up. Exile Death Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Decree of Pain {6}{B}{B}

Sorcery

Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.
Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.)
When you cycle this card, all creatures get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.
Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.
Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.)
When you cycle this card, all creatures get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ensnaring Bridge {3}

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

Creatures with power greater than the number of cards in your hand can't attack.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

Creatures with power greater than the number of cards in your hand can't attack.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Grafted Skullcap {4}

Artifact

At the beginning of your draw step, draw an additional card.
At the beginning of your end step, discard your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Grafted Skullcap 4

Artifact

At the beginning of your draw step, draw an additional card.
At the beginning of your end step, discard your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

At the beginning of your draw step, draw an additional card.
At the beginning of your end step, discard your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Haunting Echoes 3BB

Sorcery

Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Icy Manipulator 4

Artifact

{1}, {T}: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

{1}, {T}: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mind Stone 2

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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{1}, {T}, Sacrifice this artifact: Draw a card.

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Artifact

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{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Mishra's Helix 5

Artifact

{X}, {T}: Tap X target lands.

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

## Null Brooch 4

Artifact

{2}, {T}, Discard your hand: Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

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## Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smokestack 4

Artifact

At the beginning of your upkeep, you may put a soot counter on this artifact.
At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.

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 - sc1016 - Premodern v3 Group 749DF0 (Mishra's Helix, Karn, Silver Golem) (** sheet 5/10 - 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.

**Swamp**

Basic Land -- Swamp

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**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

**Tangle Wire** (3)

Artifact

Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tangle Wire** (3)

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Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Thran Dynamo** (4)

Artifact

{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Winter Orb {2}

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

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As long as this artifact is untapped, players can't untap more than one land during their untap steps.

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Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Zombie Infestation {1}{B}

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

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

## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dark Suspicions {2}{B}{B}

Enchantment

At the beginning of each opponent's upkeep, that player loses X life, where X is the number of cards in that player's hand minus the number of cards in your hand.

[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

**Playtest cards - sc1016 - Premodern v3 Group 749DF0 (Mishra's Helix, Karn, Silver Golem) (** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Engineered Plague {2}{B}

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Engineered Plague {2}{B}

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloom {2}{B}

Enchantment

White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jester's Cap {4}

Artifact

{2}, {T}, Sacrifice this artifact: Search target player's library for three cards and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Planar Void {B}

Enchantment

Whenever another card is put into a graveyard from anywhere, exile that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Powder Keg {2}

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - sc1016 - Premodern v3 Group 749DF0 (Mishra's Helix, Karn, Silver Golem) (** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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## Powder Keg {2}

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

[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

## Yawgmoth's Agenda {3}{B}{B}

Enchantment

You can't cast more than one spell each turn.
You may play lands and cast spells from your graveyard.
If a card would be put into your graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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