## Avalanche Riders {3}{R}

Creature -- Human Nomad

Haste
Echo {3}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters, destroy target land.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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When this creature enters, destroy target land.

**2/2**

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## 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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As this artifact enters, choose an opponent.
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## 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.

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## Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

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## Firebolt (R)

Sorcery

Firebolt deals 2 damage to any target.
Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghitu Encampment

Land

This land enters tapped.
{T}: Add {R}.
{1}{R}: This land becomes a 2/1 red Warrior creature with first strike until end of turn. It's still a land. (It deals combat damage before creatures without first strike.)

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## Grim Lavamancer (R)

Creature -- Human Wizard

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grim Lavamancer (R)

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Creature -- Human Wizard

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Incinerate {1}{R}

Instant

Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

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## Incinerate {1}{R}

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Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

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## Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mogg Fanatic (R)

Creature -- Goblin

Sacrifice this creature: It deals 1 damage to any target.

1/1

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1/1

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## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - bparis15 - Premodern v3 Group 717A63 (Pillage, Stone Rain) (Premodern Cha** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

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## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

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## 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

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{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

## Pillage (1)(R)(R)

Sorcery

Destroy target artifact or land. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Destroy target artifact or land. It can't be regenerated.

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## Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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

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Land

{T}: Add {C}.
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## Stone Rain (2)(R)

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Destroy target land.

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## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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## 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bottle Gnomes (3)

Artifact Creature -- Gnome

Sacrifice this creature: You gain 3 life.

[sideboard]

**1/3**

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Artifact Creature -- Gnome

Sacrifice this creature: You gain 3 life.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

[sideboard]

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## Overload (R)

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyrostatic Pillar (1)(R)

Enchantment

Whenever a player casts a spell with mana value 3 or less, this enchantment deals 2 damage to that player.

[sideboard]

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Enchantment

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[sideboard]

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## Pyrostatic Pillar {1}{R}

Enchantment

Whenever a player casts a spell with mana value 3 or less, this enchantment deals 2 damage to that player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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## Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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