

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashes to Ashes Sorcery Exile two target nonartifact creatures. Ashes to Ashes deals 5 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Carnophage Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnophage Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnophage Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnophage Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dauthi Horror 1B Creature -- Dauthi Horror Shadow (This creature can block or be blocked by only creatures with shadow.) This creature can't be blocked by white creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Horror 1B Creature -- Dauthi Horror Shadow (This creature can block or be blocked by only creatures with shadow.) This creature can't be blocked by white creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Horror 1B Creature -- Dauthi Horror Shadow (This creature can block or be blocked by only creatures with shadow.) This creature can't be blocked by white creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Horror 1B Creature -- Dauthi Horror Shadow (This creature can block or be blocked by only creatures with shadow.) This creature can't be blocked by white creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dauthi Marauder (2)(B) Creature -- Dauthi Minion Shadow (This creature can block or be blocked by only creatures with shadow.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Mercenary (2)(B) Creature -- Dauthi Knight Mercenary Shadow (This creature can block or be blocked by only creatures with shadow.) {1}{B}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Warlord (1)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) Dauthi Warlord's power is equal to the number of creatures on the battlefield with shadow. * /1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endless Scream (X)(B) Enchantment -- Aura Enchant creature This Aura enters with X scream counters on it. Enchanted creature gets +1/+0 for each scream counter on this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Herbert - Premodern (YetiCon 4 Premodern Charity Tournament)

sheet 3/10 - 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.

Hatred 3 B B Instant As an additional cost to cast this spell, pay X life. Target creature gets +X/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hatred 3 B B Instant As an additional cost to cast this spell, pay X life. Target creature gets +X/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hatred 3 B B Instant As an additional cost to cast this spell, pay X life. Target creature gets +X/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter 1 B B Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hypnotic Specter 1 B B Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter 1 B B Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter 1 B B Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend 1 B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mesmeric Fiend 1 B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend 1 B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Negator 2 B Creature -- Phyrexian Horror Trample Whenever this creature is dealt damage, sacrifice that many permanents. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarcomancy B Enchantment When this enchantment enters, create a 2/2 black Zombie creature token. At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarcomancy B Enchantment When this enchantment enters, create a 2/2 black Zombie creature token. At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarcomancy B Enchantment When this enchantment enters, create a 2/2 black Zombie creature token. At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarcomancy B Enchantment When this enchantment enters, create a 2/2 black Zombie creature token. At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother 1B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother 1B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snuff Out 3B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinning Darkness 4BB Instant You may exile the top three black cards of your graveyard rather than pay this spell's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bad Moon1B Enchantment Black creatures get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bad Moon1B Enchantment Black creatures get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bone Shredder2B Creature -- Phyrexian Minion Flying Echo {2}{B} (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 nonartifact, nonblack creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict1B Instant Target player sacrifices a creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Chasm Land Cumulative upkeep--Pay 2 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this land enters, sacrifice a land. Creatures you control can't attack. Prevent all damage that would be dealt to you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Darkness 2BB Enchantment Cumulative upkeep--Pay {B} and 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) If a land is tapped for mana, it produces {B} instead of any other type. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Innocent Blood B Sorcery Each player sacrifices a creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ostracize B Sorcery Target opponent reveals their hand. You choose a creature card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perish 2B Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perish 2B Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Stench of Evil 2B B Sorcery Destroy all Plains. For each land destroyed this way, Stench of Evil deals 1 damage to that land's controller unless they pay {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	---	---	--