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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>City of Brass</b></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><b>Dark Ritual</b><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><b>Dark Ritual</b><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><b>Dark Ritual</b><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            |

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| <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                 | <div><div><div>Draco</div><div>16B</div></div><div><div>Artifact Creature -- Dragon</div><div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>Flying<br/>Domain -- At the beginning of your upkeep, sacrifice this creature unless you pay {10}. This cost is reduced by {2} for each basic land type among lands you control.</div></div></div> <div><div>9/9</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                       | <div><div><div>Duress</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                |
| <div><div><div>Duress</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Erratic Explosion</div><div>2RB</div></div><div><div>Sorcery</div><div>Choose any target. Reveal cards from the top of your library until you reveal a nonland card. Erratic Explosion deals damage equal to that card's mana value to that permanent or player. Put the revealed cards on the bottom of your library in any order.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Gemstone Mine</div></div><div><div>Land</div><div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Gemstone Mine</div> <div>Land</div> <div> <p>This land enters with three mining counters on it.</p> <p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Grim Lavamancer</div> <div>Creature -- Human Wizard</div> <div> <p>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <div>Grim Lavamancer</div> <div>Creature -- Human Wizard</div> <div> <p>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <div>Grim Lavamancer</div> <div>Creature -- Human Wizard</div> <div> <p>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           |
| <div>Hypnotic Specter</div> <div>Creature -- Specter</div> <div> <p>Flying</p> <p>Whenever this creature deals damage to an opponent, that player discards a card at random.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                    | <div>Hypnotic Specter</div> <div>Creature -- Specter</div> <div> <p>Flying</p> <p>Whenever this creature deals damage to an opponent, that player discards a card at random.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hypnotic Specter</div> <div>Creature -- Specter</div> <div> <p>Flying</p> <p>Whenever this creature deals damage to an opponent, that player discards a card at random.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hypnotic Specter</div> <div>Creature -- Specter</div> <div> <p>Flying</p> <p>Whenever this creature deals damage to an opponent, that player discards a card at random.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Insidious Dreams</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard X cards. Search your library for X cards, then shuffle and put those cards on top in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Insidious Dreams</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard X cards. Search your library for X cards, then shuffle and put those cards on top in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Insidious Dreams</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard X cards. Search your library for X cards, then shuffle and put those cards on top in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Insidious Dreams</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard X cards. Search your library for X cards, then shuffle and put those cards on top in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lightning Bolt</div><div><div></div><div>R</div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Lightning Bolt</div><div><div></div><div>R</div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Lightning Bolt</div><div><div></div><div>R</div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Lightning Bolt</div><div><div></div><div>R</div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         |

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| <b>Mesmeric Fiend</b> <span>1</span> <span>B</span><br><hr/> Creature -- Nightmare Horror<br><hr/> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mesmeric Fiend</b> <span>1</span> <span>B</span><br><hr/> Creature -- Nightmare Horror<br><hr/> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mesmeric Fiend</b> <span>1</span> <span>B</span><br><hr/> Creature -- Nightmare Horror<br><hr/> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mesmeric Fiend</b> <span>1</span> <span>B</span><br><hr/> Creature -- Nightmare Horror<br><hr/> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        | <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        | <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        | <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                        | <div><div>Phyrexian Arena1BB</div><div>Enchantment</div><div>At the beginning of your upkeep, you draw a card and you lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Arena1BB</div><div>Enchantment</div><div>At the beginning of your upkeep, you draw a card and you lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Phyrexian Arena1BB</div><div>Enchantment</div><div>At the beginning of your upkeep, you draw a card and you lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scroll Rack2</div><div>Artifact</div><div>{1}, {T}: Exile any number of cards from your hand face down. Put that many cards from the top of your library into your hand. Then look at the exiled cards and put them on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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| <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Terminate</div><div>Instant</div><div>Destroy target creature. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Terminate</div><div><div>B</div><div>R</div></div></div> <div><div>Instant</div><div>Destroy target creature. It can't be regenerated.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                     | <div><div>Terminate</div><div><div>B</div><div>R</div></div></div> <div><div>Instant</div><div>Destroy target creature. It can't be regenerated.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                     | <div><div>Terminate</div><div><div>B</div><div>R</div></div></div> <div><div>Instant</div><div>Destroy target creature. It can't be regenerated.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                     | <div><div>Volrath's Stronghold</div></div> <div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{1}{B}, {T}: Put target creature card from your graveyard on top of your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 |
| <div><div>Engineered Plague</div><div><div>2</div><div>B</div></div></div> <div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Engineered Plague</div><div><div>2</div><div>B</div></div></div> <div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Engineered Plague</div><div><div>2</div><div>B</div></div></div> <div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gloom</div><div><div>2</div><div>B</div></div></div> <div><div>Enchantment</div><div>White spells cost {3} more to cast.<br/>Activated abilities of white enchantments cost {3} more to activate.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Gloom</b> (2)(B)<br><hr/> Enchantment<br><hr/> White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                       | <b>Overload</b> (R)<br><hr/> Instant<br><hr/> Kicker {2} (You may pay an additional {2} as you cast this spell.)<br>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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Overload</b> (R)<br><hr/> Instant<br><hr/> Kicker {2} (You may pay an additional {2} as you cast this spell.)<br>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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>          | <b>Phyrexian Negator</b> (2)(B)<br><hr/> Creature -- Phyrexian Horror<br><hr/> Trample<br>Whenever this creature is dealt damage, sacrifice that many permanents.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Phyrexian Negator</b> (2)(B)<br><hr/> Creature -- Phyrexian Horror<br><hr/> Trample<br>Whenever this creature is dealt damage, sacrifice that many permanents.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Phyrexian Negator</b> (2)(B)<br><hr/> Creature -- Phyrexian Horror<br><hr/> Trample<br>Whenever this creature is dealt damage, sacrifice that many permanents.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    | <b>Powder Keg</b> (2)<br><hr/> Artifact<br><hr/> At the beginning of your upkeep, you may put a fuse counter on this artifact.<br>{T}, Sacrifice this artifact:<br>Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Pyroclasm</b> (1)(R)<br><hr/> Sorcery<br><hr/> Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                     |

Tormod's Crypt

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tormod's Crypt

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Withered Wretch

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - renanalves - Premodern (Side Event - Campeonato Nacional Premodern Portugsheet 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.