## Altar of Dementia (2)

Artifact

Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Ancient Tomb

Land

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

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**Playtest cards - misfits_skulls - Premodern v3 Group 1F1D1B (Altar of Dementia, Fling) (Pr** 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.

## Chromatic Sphere (1)

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)

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{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)

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## City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

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## City of Traitors

Land

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

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## Crosis's Catacombs

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {U}, {B}, or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crosis's Catacombs

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {U}, {B}, or {R}.

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## Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

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## Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

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.

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## Fling {1}{R}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to any target.

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## Gemstone Mine

Land

This land enters with three mining counters on it.
{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Impulse** 1U

Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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**Intuition** 2U

Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lotus Petal** 0

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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## Mind Stone (2)

Artifact

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

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## Oath of Druids (1)(G)

Enchantment

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phyrexian Devourer (6)

Artifact Creature -- Phyrexian Construct

When this creature's power is 7 or greater, sacrifice it.
Exile the top card of your library: Put X +1/+1 counters on this creature, where X is the exiled card's mana value.

1/1

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shivan Reef

Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals 1 damage to you.

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## Tinker {2}{U}

Sorcery

As an additional cost to cast this spell, sacrifice an artifact.
Search your library for an artifact card, put that card onto the battlefield, then shuffle.

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## 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.

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## Gaea's Blessing (1)(G)

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

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## Oath of Druids (1)(G)

Enchantment

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[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]

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## Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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## Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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## Rushing River {2}{U}

Instant

Kicker--Sacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, return another target nonland permanent to its owner's hand.

[sideboard]

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## Rushing River {2}{U}

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Kicker--Sacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, return another target nonland permanent to its owner's hand.

[sideboard]

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## Tranquil Domain {1}{G}

Instant

Destroy all non-Aura enchantments.

[sideboard]

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Instant

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[sideboard]

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## Xantid Swarm (G)

Creature -- Insect

Flying
Whenever this creature attacks, defending player can't cast spells this turn.

[sideboard]

**0/1**

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Creature -- Insect

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[sideboard]

**0/1**

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