Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #4) 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.

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague {2}{B}

Enchantment

As this enchantment enters, choose a creature type.
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Engineered Plague {2}{B}

Enchantment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hermetic Study {1}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "{T}: This creature deals 1 damage to any target."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hermetic Study {1}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "{T}: This creature deals 1 damage to any target."

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Hermetic Study {1}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "{T}: This creature deals 1 damage to any target."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Viper {3}{G}

Creature -- Snake

Whenever this creature deals damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Viper {3}{G}

Creature -- Snake

Whenever this creature deals damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Snake

Whenever this creature deals damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pernicious Deed {1}{B}{G}

Enchantment

{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #4) sheet 4/10 - 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.

Pernicious Deed {1}{B}{G}

Enchantment

{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psionic Gift {1}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "{T}: This creature deals 1 damage to any target."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psionic Gift {1}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "{T}: This creature deals 1 damage to any target."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psionic Gift {1}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "{T}: This creature deals 1 damage to any target."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sabertooth Cobra (2)(G)

Creature -- Snake

Whenever this creature deals damage to a player, that player gets a poison counter. The player gets another poison counter at the beginning of their next upkeep unless they pay {2} before that step. (A player with ten or more poison counters loses the game.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Snake

Whenever this creature deals damage to a player, that player gets a poison counter. The player gets another poison counter at the beginning of their next upkeep unless they pay {2} before that step. (A player with ten or more poison counters loses the game.)

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suq'Ata Assassin (1)(B)(B)

Creature -- Human Assassin

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)
Whenever this creature attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suq'Ata Assassin (1)(B)(B)

Creature -- Human Assassin

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)
Whenever this creature attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

1/1

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Creature -- Human Assassin

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)
Whenever this creature attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Swamp Mosquito {1}{B}

Creature -- Insect

Flying
Whenever this creature attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Mosquito {1}{B}

Creature -- Insect

Flying
Whenever this creature attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Mosquito {1}{B}

Creature -- Insect

Flying
Whenever this creature attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library {1}{G}

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library {1}{G}

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Edict {1}{B}

Instant

Target player sacrifices a creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Edict {1}{B}

Instant

Target player sacrifices a creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grizzly Fate {3}{G}{G}

Sorcery

Create two 2/2 green Bear creature tokens.
Threshold -- Create four 2/2 green Bear creature tokens instead if there are seven or more cards in your graveyard.
Flashback {5}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grizzly Fate {3}{G}{G}

Sorcery

Create two 2/2 green Bear creature tokens.
Threshold -- Create four 2/2 green Bear creature tokens instead if there are seven or more cards in your graveyard.
Flashback {5}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #4) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paralyze {B}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paralyze {B}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
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[sideboard]

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Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pernicious Deed {1}{B}{G}

Enchantment

{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Arena {1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and lose 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Arena {1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and lose 1 life.

[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

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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

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.