

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Citanul Flute5 Artifact {X}, {T}: Search your library for a creature card with mana value X or less, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

City of Traitors

Land

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

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

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Fire Diamond

②

Artifact

This artifact enters tapped.
 {T}: Add {R}.

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Goblin Welder

®

Creature -- Goblin Artificer

{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Welder Ⓜ Creature -- Goblin Artificer {T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Silver Golem ⑤ Legendary Artifact Creature -- Golem Whenever Karn blocks or becomes blocked, it gets -4/+4 until end of turn. {1}: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind Stone ② Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind Stone ② Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mind Stone ② Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind Stone ② Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Helix ⑤ Artifact {X}, {T}: Tap X target lands. 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 - Taba87 - Premodern v3 Group E62E3E (Thran Dynamo, Mishra's Helix) (ELS - 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.

Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Phyrexian Dreadnought ①

Artifact Creature -- Phyrexian Dreadnought

Trample
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

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Artifact Creature -- Phyrexian Dreadnought

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When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

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When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

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

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Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. 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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sky Diamond Artifact ② This artifact enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sky Diamond Artifact ② This artifact enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangle Wire Artifact ③ Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tangle Wire 3 Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Wire 3 Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Wire 3 Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Dynamo 4 Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thran Dynamo 4 Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Dynamo 4 Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinker 2U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinker 2U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tinker 2U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinker 2U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Triskelion 6 Artifact Creature -- Construct This creature enters with three +1/+1 counters on it. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Triskelion 6 Artifact Creature -- Construct This creature enters with three +1/+1 counters on it. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vision Charm Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vision Charm Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter Orb Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter Orb Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crumbling Sanctuary Artifact If damage would be dealt to a player, that player exiles that many cards from the top of their library instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. [sideboard] ----- - - - RIGHT HALF - - - Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. [sideboard] ----- - - - RIGHT HALF - - - Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Powder Keg Artifact At the beginning of your upkeep, you may put a fuse counter on this artifact. {T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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At the beginning of your upkeep, you may put a fuse counter on this artifact.

{T}, Sacrifice this artifact:
Destroy each artifact and creature
with mana value equal to the number
of fuse counters on this artifact.

[sidebar]

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① R

Pyroclasm deals 2 damage to each creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

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Pyroclasm deals 2 damage to each creature.

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Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Fading 2 (This artifact enters with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

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{T}: You gain 2 life.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Fading 2 (This artifact enters with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

{T}: You gain 2 life.

[sidebar]

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②

Spells cost {1} more to cast.

[sideboard]

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