Bottle of Suleiman {4}

Artifact

{1}, Sacrifice this artifact: Flip a coin. If you win the flip, create a 5/5 colorless Djinn artifact creature token with flying. If you lose the flip, this artifact deals 5 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chance Encounter {2}{R}{R}

Enchantment

Whenever you win a coin flip, put a luck counter on this enchantment.
At the beginning of your upkeep, if this enchantment has ten or more luck counters on it, you win the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaotic Goo {2}{R}{R}

Creature -- Ooze

This creature enters with three +1/+1 counters on it.
At the beginning of your upkeep, you may flip a coin. If you win the flip, put a +1/+1 counter on this creature. If you lose the flip, remove a +1/+1 counter from this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #3) sheet 1/8 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game of Chaos {R}{R}{R}

Sorcery

Flip a coin. If you win the flip, you gain 1 life and target opponent loses 1 life, and you decide whether to flip again. If you lose the flip, you lose 1 life and that opponent gains 1 life, and that player decides whether to flip again.
Double the life stakes with each flip.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game of Chaos {R}{R}{R}

Sorcery

Flip a coin. If you win the flip, you gain 1 life and target opponent loses 1 life, and you decide whether to flip again. If you lose the flip, you lose 1 life and that opponent gains 1 life, and that player decides whether to flip again.
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Double the life stakes with each flip.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bomb {1}{R}

Enchantment

At the beginning of your upkeep, you may flip a coin. If you win the flip, put a fuse counter on this enchantment. If you lose the flip, remove a fuse counter from this enchantment.
Remove five fuse counters from this enchantment and sacrifice it: It deals 20 damage to target player or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Goblin Bomb (1)(R)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helm of Obedience (4)

Artifact

{X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helm of Obedience (4)

Artifact

{X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helm of Obedience (4)

Artifact

{X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

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Mana Clash (R)

Sorcery

You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Clash (R)

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #3) sheet 4/8 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Chaos {2}{R}

Enchantment

At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice this enchantment. Whenever a player casts a spell, that player flips a coin. If they lose the flip, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Chaos {2}{R}

Enchantment

At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice this enchantment. Whenever a player casts a spell, that player flips a coin. If they lose the flip, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puppet's Verdict {1}{R}{R}

Instant

Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squee, Goblin Nabob {2}{R}

Legendary Creature -- Goblin

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Goblin

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #3) sheet 8/8 - 4 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.