

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
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 PLAYbotbox.dev

Covetous Dragon 4 R Creature -- Dragon Flying When you control no artifacts, sacrifice this creature. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Covetous Dragon 4 R Creature -- Dragon Flying When you control no artifacts, sacrifice this creature. 6/5 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}. 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Fire Instant Fire deals 2 damage divided as you choose among one or two targets. 1 R Ice Instant Tap target permanent. Draw a card. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. 1 R Ice Instant Tap target permanent. Draw a card. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 1 R 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
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	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	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	Icy Manipulator Artifact {1}, {T}: Tap target artifact, creature, or land. 4 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	Masticore 4 Artifact Creature -- Masticore At the beginning of your upkeep, sacrifice this creature unless you discard a card. {2}: This creature deals 1 damage to target creature. {2}: Regenerate this creature. 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
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{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

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

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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	Sphere of Resistance Artifact Spells cost {1} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphere of Resistance Artifact Spells cost {1} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphere of Resistance Artifact Spells cost {1} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tangle Wire 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 PLAY botbox.dev	Tangle Wire 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 PLAY botbox.dev	Tangle Wire 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 PLAY botbox.dev	Tangle Wire 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 PLAY botbox.dev

Thran Dynamo Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Dynamo Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Dynamo Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinker 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 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 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 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	Triskelion 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 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	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
Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crumbling Sanctuary 5 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	Defense Grid 2 Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid 2 Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ensnaring Bridge 3 Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Powder Keg 2 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	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - Taba87 - Premodern (ELS - Premodern - Weekly Tournament)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each