Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caustic Tar {4}{B}{B}

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: Target player loses 3 life."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charcoal Diamond {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - De Fiore, Carmine - Premodern (Lega premodern Milano 4/2) 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.

Charcoal Diamond {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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{T}: Add {C}{C}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Scroll {1}

Artifact

{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Suspicions {2}{B}{B}

Enchantment

At the beginning of each opponent's upkeep, that player loses X life, where X is the number of cards in that player's hand minus the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Suspicions {2}{B}{B}

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Death Wish {1}{B}{B}

Sorcery

You may put a card you own from outside the game into your hand. You lose half your life, rounded up. Exile Death Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death Wish {1}{B}{B}

Sorcery

You may put a card you own from outside the game into your hand. You lose half your life, rounded up. Exile Death Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Pain {6}{B}{B}

Sorcery

Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way. Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.) When you cycle this card, all creatures get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way. Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.) When you cycle this card, all creatures get -2/-2 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ensnaring Bridge {3}

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Grafted Skullcap 4

Artifact

At the beginning of your draw step, draw an additional card.
At the beginning of your end step, discard your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafted Skullcap 4

Artifact

At the beginning of your draw step, draw an additional card.
At the beginning of your end step, discard your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

At the beginning of your draw step, draw an additional card.
At the beginning of your end step, discard your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunting Echoes 3BB

Sorcery

Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icy Manipulator 4

Artifact

{1}, {T}: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icy Manipulator 4

Artifact

{1}, {T}: Tap target artifact, creature, or land.

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

Mox Diamond 0

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

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.

Mox Diamond (0)

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Null Brooch (4)

Artifact

{2}, {T}, Discard your hand: Counter target noncreature spell.

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

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

Smokestack (4)

Artifact

At the beginning of your upkeep, you may put a soot counter on this artifact.
At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.

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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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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 PLAY botbox.dev

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Artifact

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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

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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 PLAY botbox.dev

Thran Dynamo (4)

Artifact

{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thran Dynamo (4)

Artifact

{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thran Dynamo (4)

Artifact

{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - De Fiore, Carmine - Premodern (Lega premodern Milano 4/2) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Winter Orb {2}

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 PLAY botbox.dev

Winter Orb {2}

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 PLAY botbox.dev

Winter Orb {2}

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 PLAY botbox.dev

Zombie Infestation {1}{B}

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Suspicions {2}{B}{B}

Enchantment

At the beginning of each opponent's upkeep, that player loses X life, where X is the number of cards in that player's hand minus the number of cards in your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - De Fiore, Carmine - Premodern (Lega premodern Milano 4/2) sheet 8/10 - 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.

Defense Grid {2}

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Gloom {2}{B}

Enchantment

White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafted Skullcap {4}

Artifact

At the beginning of your draw step, draw an additional card.
At the beginning of your end step, discard your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guiltfeeder {3}{B}{B}

Creature -- Horror

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 loses 1 life for each card in their graveyard.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunting Echoes {3}{B}{B}

Sorcery

Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jester's Cap {4}

Artifact

{2}, {T}, Sacrifice this artifact: Search target player's library for three cards and exile them. Then that player shuffles.

[sideboard]

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Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unnatural Hunger {3}{B}{B}

Enchantment -- Aura

Enchant creature
At the beginning of the upkeep of enchanted creature's controller, this Aura deals damage equal to that creature's power to that player unless they sacrifice another creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth's Agenda {3}{B}{B}

Enchantment

You can't cast more than one spell each turn.
You may play lands and cast spells from your graveyard.
If a card would be put into your graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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