## Bane of the Living {2}{B}{B}

Creature -- Insect

Morph {X}{B}{B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, all creatures get -X/-X until end of turn.

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blinding Angel {3}{W}{W}

Creature -- Angel

Flying (This creature can't be blocked except by creatures with flying or reach.)
Whenever this creature deals combat damage to a player, that player skips their next combat phase.

**2/4**

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

## Caves of Koilos

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Caves of Koilos

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PauloVaz67 - Premodern v3 Group 86D63B (Gerrard's Verdict, Eternal Dragon** 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.

**Decree of Justice** {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Diabolic Edict** {1}{B}

Instant

Target player sacrifices a creature of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Diabolic Edict** {1}{B}

Instant

Target player sacrifices a creature of their choice.

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

**Duress** {B}

Sorcery

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

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

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**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

**Exalted Angel** {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Exalted Angel** {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Gerrard's Verdict {W}{B}

Sorcery

Target player discards two cards. You gain 3 life for each land card discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Gerrard's Verdict {W}{B}

Sorcery

Target player discards two cards. You gain 3 life for each land card discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Hypnotic Specter {1}{B}{B}

Creature -- Specter

Flying
Whenever this creature deals damage to an opponent, that player discards a card at random.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Hypnotic Specter {1}{B}{B}

Creature -- Specter

Flying
Whenever this creature deals damage to an opponent, that player discards a card at random.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Innocent Blood {B}

Sorcery

Each player sacrifices a creature of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Innocent Blood {B}

Sorcery

Each player sacrifices a creature of their choice.

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


## 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


**Playtest cards - PauloVaz67 - Premodern v3 Group 86D63B (Gerrard's Verdict, Eternal Dragon** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Land

{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

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## Ravenous Rats {1}{B}

Creature -- Rat

When this creature enters, target opponent discards a card.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ravenous Rats {1}{B}

Creature -- Rat

When this creature enters, target opponent discards a card.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Secluded Steppe

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skeletal Scrying {X}{B}

Instant

As an additional cost to cast this spell, exile X cards from your graveyard.
You draw X cards and you lose X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skeletal Scrying {X}{B}

Instant

As an additional cost to cast this spell, exile X cards from your graveyard.
You draw X cards and you lose X life.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snuff Out {3}{B}

Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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**

Basic Land -- Swamp

({T}: Add {B}.)

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## Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Exile target creature. Its controller gains life equal to its power.

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## Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Vindicate {1}{W}{B}

Sorcery

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Vindicate {1}{W}{B}

Sorcery

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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## Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cleansing Meditation {1}{W}{W}

Sorcery

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cleansing Meditation {1}{W}{W}

Sorcery

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

[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]

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Artifact

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

[sideboard]

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## Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dystopia {1}{B}{B}

Enchantment

Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dystopia {1}{B}{B}

Enchantment

Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.

[sideboard]

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.

[sideboard]

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.

[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

## Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Warmth** 1W

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Warmth** 1W

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Warmth** 1W

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

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