Altar of Dementia (2)

Artifact

Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ancient Tomb

Land

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

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Playtest cards - MoxlessGuy - Premodern v3 Group FD4C84 (Altar of Dementia, Fling) (Premod 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.

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

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City of Traitors

Land

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

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

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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

Defense Grid (2)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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Artifact

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fling (1)(R)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to any target.

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Fling (1)(R)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helm of Awakening (2)

Artifact

Spells cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spells cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intuition (2)(U)

Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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Intuition {2}{U}

Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

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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

Phyrexian Devourer 6

Artifact Creature -- Phyrexian Construct

When this creature's power is 7 or greater, sacrifice it.
Exile the top card of your library: Put X +1/+1 counters on this creature, where X is the exiled card's mana value.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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.

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Shivan Reef

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{T}: Add {C}.
{T}: Add {U} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Show and Tell (2)(U)

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

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Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinker (2)(U)

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 (2)(U)

Sorcery

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Urza's Bauble 0

Artifact

{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Processor 4

Artifact

As this artifact enters, pay any amount of life.
{4}, {T}: Create an X/X black Phyrexian Minion creature token, where X is the life paid as this artifact entered.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm 1R

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rushing River 2U

Instant

Kicker--Sacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, return another target nonland permanent to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rushing River 2U

Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Show and Tell 2U

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

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

[sideboard]

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