Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

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Cabal Archon (2)(B)

Creature -- Human Cleric

{B}, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MatheusWink - Premodern v3 Group E91FCF (Phyrexian Arena, Withered Wretch 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.

Cabal Therapy

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

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Dark Ritual

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual

Instant

Add {B}{B}{B}.

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Dark Supplicant (B)

Creature -- Human Cleric

{T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it onto the battlefield. If you search your library this way, shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Supplicant (B)

Creature -- Human Cleric

{T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it onto the battlefield. If you search your library this way, shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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

Goblin Bombardment (1)(R)

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bombardment (1)(R)

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Goblin Bombardment {1}{R}

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

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

Patriarch's Bidding {3}{B}{B}

Sorcery

Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from their graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Arena {1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Arena {1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Gix {2}{B}

Creature -- Phyrexian Human Cleric Minion

When this creature enters, add {B}{B}{B}.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Gix {2}{B}

Creature -- Phyrexian Human Cleric Minion

When this creature enters, add {B}{B}{B}.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MatheusWink - Premodern v3 Group E91FCF (Phyrexian Arena, Withered Wretch sheet 4/10 - 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.

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Priest of Gix {2}{B}

Creature -- Phyrexian Human Cleric Minion

When this creature enters, add {B}{B}{B}.

2/1

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

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rotlung Reanimator {2}{B}

Creature -- Zombie Cleric

Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - MatheusWink - Premodern v3 Group E91FCF (Phyrexian Arena, Withered Wretch sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scion of Darkness {5}{B}{B}{B}

Creature -- Avatar

Trample
Whenever this creature deals combat damage to a player, you may put target creature card from that player's graveyard onto the battlefield under your control.
Cycling {3} ({3}, Discard this card: Draw a card.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shepherd of Rot {1}{B}

Creature -- Zombie Cleric

{T}: Each player loses 1 life for each Zombie on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfurous Springs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

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

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Playtest cards - MatheusWink - Premodern v3 Group E91FCF (Phyrexian Arena, Withered Wretch sheet 6/10 - 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.

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

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminate (B)(R)

Instant

Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminate (B)(R)

Instant

Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MatheusWink - Premodern v3 Group E91FCF (Phyrexian Arena, Withered Wretch sheet 7/10 - 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.

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Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminate {B}{R}

Instant

Destroy target creature. It can't be regenerated.

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

Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Backlash {1}{B}{R}

Instant

Tap target untapped creature. That creature deals damage equal to its power to its controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Backlash {1}{B}{R}

Instant

Tap target untapped creature. That creature deals damage equal to its power to its controller.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[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]

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Enchantment

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All creatures of the chosen type get -1/-1.

[sideboard]

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

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

Hecatomb {1}{B}{B}

Enchantment

When this enchantment enters, sacrifice this enchantment unless you sacrifice four creatures.
Tap an untapped Swamp you control: This enchantment deals 1 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infest {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infest {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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