Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Toad (2)(G)

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Toad (2)(G)

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Toad (2)(G)

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Toad (2)(G)

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

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

Darkwatch Elves (2)(G)

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lkovicjan - Premodern (Monster Mash 2026 (Hosted by the Meddling Mages)) 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.

Darkwatch Elves 2G

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwatch Elves 2G

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwatch Elves 2G

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Grace 1W

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Grace 1W

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Grace 1W

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Grace 1W

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Law 1W

Creature -- Human Cleric

Protection from red
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

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.

Disciple of Law {1}{W}

Creature -- Human Cleric

Protection from red
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Law {1}{W}

Creature -- Human Cleric

Protection from red
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Law {1}{W}

Creature -- Human Cleric

Protection from red
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drain Life {X}{1}{B}

Sorcery

Spend only black mana on X.
Drain Life deals X damage to any target. You gain life equal to the damage dealt, but not more life than the player's life total before the damage was dealt, the planeswalker's loyalty before the damage was dealt, or the creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lkovicjan - Premodern (Monster Mash 2026 (Hosted by the Meddling Mages)) sheet 3/10 - 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.

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunting Misery {1}{B}{B}

Sorcery

As an additional cost to cast this spell, exile X creature cards from your graveyard.
Haunting Misery deals X damage to target player or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake {3}{U}

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake {3}{U}

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake {3}{U}

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lkovicjan - Premodern (Monster Mash 2026 (Hosted by the Meddling Mages)) 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.

Pendrell Drake (3)(U)

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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.

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Merfolk {U}

Creature -- Merfolk

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Merfolk {U}

Creature -- Merfolk

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Merfolk {U}

Creature -- Merfolk

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Merfolk {U}

Creature -- Merfolk

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Serpent {4}{U}

Creature -- Serpent

Cycling {2} ({2}, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Serpent {4}{U}

Creature -- Serpent

Cycling {2} ({2}, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lkovicjan - Premodern (Monster Mash 2026 (Hosted by the Meddling Mages)) 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.

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

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.

Wild Dogs (G)

Creature -- Dog

At the beginning of your upkeep, if a player has more life than each other player, the player with the most life gains control of this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Dogs (G)

Creature -- Dog

At the beginning of your upkeep, if a player has more life than each other player, the player with the most life gains control of this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Dogs (G)

Creature -- Dog

At the beginning of your upkeep, if a player has more life than each other player, the player with the most life gains control of this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Dogs (G)

Creature -- Dog

At the beginning of your upkeep, if a player has more life than each other player, the player with the most life gains control of this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator (2)

Artifact

Cycling abilities you activate cost {2} less to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Death (3)(B)(B)

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lkovicjan - Premodern (Monster Mash 2026 (Hosted by the Meddling Mages)) 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.

Lotus Petal (0)

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation (1)(U)

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repopulate (1)(G)

Instant

Shuffle all creature cards from target player's graveyard into that player's library.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repopulate (1)(G)

Instant

Shuffle all creature cards from target player's graveyard into that player's library.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned (B)

Instant

Add {B} for each creature card in your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Burn (X)(2)(B)

Sorcery

Spend only black and/or red mana on X.
Soul Burn deals X damage to any target. You gain life equal to the damage dealt, but not more than the amount of {B} spent on X, the player's life total before the damage was dealt, the planeswalker's loyalty before the damage was dealt, or the creature's toughness.

[sideboard]

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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

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.