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.)

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{T}: Add {C}.
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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

Cloud of Faeries (1)(U)

Creature -- Faerie

Flying
When this creature enters, untap up to two lands.
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloud of Faeries (1)(U)

Creature -- Faerie

Flying
When this creature enters, untap up to two lands.
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
When this creature enters, untap up to two lands.
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Cloud of Faeries (1)(U)

Creature -- Faerie

Flying
When this creature enters, untap up to two lands.
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #11) 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.

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

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 Djinn {4}{U}{U}

Creature -- Djinn

Flying
At the beginning of your upkeep, sacrifice this creature unless you pay {1}{U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Djinn {4}{U}{U}

Creature -- Djinn

Flying
At the beginning of your upkeep, sacrifice this creature unless you pay {1}{U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Djinn {4}{U}{U}

Creature -- Djinn

Flying
At the beginning of your upkeep, sacrifice this creature unless you pay {1}{U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

5/5

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

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.

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

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

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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

Goblin Game (5)(R)(R)

Sorcery

Each player hides at least one item, then all players reveal them simultaneously. Each player loses life equal to the number of items they revealed. The player who revealed the fewest items then loses half their life, rounded up. If two or more players are tied for fewest, each loses half their life, rounded up.

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

Keeneye Aven (3)(U)

Creature -- Bird Soldier

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

2/3

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.

Keeneye Aven (3)(U)

Creature -- Bird Soldier

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

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven (3)(U)

Creature -- Bird Soldier

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

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven (3)(U)

Creature -- Bird Soldier

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

2/3

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)

Artifact

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

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

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

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

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

Primoc Escapee (6)(U)

Creature -- Bird Beast

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

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primoc Escapee (6)(U)

Creature -- Bird Beast

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

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #11) sheet 5/10 - 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.

Primoc Escapee {6}{U}

Creature -- Bird Beast

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

4/4

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

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

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #11) 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.

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

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

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

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

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

Clear {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clear {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #11) 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.

Expunge (2)(B)

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expunge (2)(B)

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Light (1)(W)

Instant

You gain shroud until end of turn. (You can't be the target of spells or abilities.)
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Light (1)(W)

Instant

You gain shroud until end of turn. (You can't be the target of spells or abilities.)
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Game (5)(R)(R)

Sorcery

Each player hides at least one item, then all players reveal them simultaneously. Each player loses life equal to the number of items they revealed. The player who revealed the fewest items then loses half their life, rounded up. If two or more players are tied for fewest, each loses half their life, rounded up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misdirection (3)(U)(U)

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misdirection (3)(U)(U)

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misdirection (3)(U)(U)

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #11) sheet 9/10 - 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.

Misdirection {3}{U}{U}

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrap {2}{R}

Instant

Destroy target artifact.
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

Twilight's Call {4}{B}{B}

Sorcery

You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.)
Each player returns all creature cards from their graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twilight's Call {4}{B}{B}

Sorcery

You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.)
Each player returns all creature cards from their graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GeoF7 - Premodern (Crab Cup Invitational Qualifier 2026 #11) sheet 10/10 - 5 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.