

Aluren 2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aluren 2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aluren 2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aluren 2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 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	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
Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud of Faeries 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	Engineered Plague Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intuition2U 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 PLAYbotbox.dev	Intuition2U 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 PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish1G Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish1G Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Living Wish 1 6 Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Living Wish 1 6 Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Man-o'-War 2 U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize 1 6 Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Konfekt - Premodern (Premodern Grand Prix)

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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Naturalize ①⑥ Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pernicious Deed ①B⑥ Enchantment {X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar ②U Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Raven Familiar ②U Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar ②U Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stroke of Genius X②U Instant Target player draws X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veteran Explorer Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Veteran Explorer Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veteran Explorer Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wirewood Savage Creature -- Elf Whenever a Beast enters, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wirewood Savage Creature -- Elf Whenever a Beast enters, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Creature -- Human Cleric

When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Creature -- Harpy Beast

Flying
When this creature enters, return a blue or black creature you control to its owner's hand.
Pay 1 life: Return this creature to its owner's hand.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Faerie

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

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Form of the Dragon (4)(R)(R)(R) Enchantment At the beginning of your upkeep, this enchantment deals 5 damage to any target. At the beginning of each end step, your life total becomes 5. Creatures without flying can't attack you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maggot Carrier (B) Creature -- Zombie When this creature enters, each player loses 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Man-o'-War (2)(U) Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend (1)(B) Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Naturalize (1)(G) Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar (2)(U) Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Cutpurse (2)(U) Creature -- Human Pirate When this creature enters, each opponent sacrifices a permanent of their choice unless they pay {1}. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uktabi Orangutan (2)(G) Creature -- Ape When this creature enters, destroy target artifact. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Explorer 6 Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volrath's Stronghold Legendary Land {T}: Add {C}. {1}{B}, {T}: Put target creature card from your graveyard on top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wirewood Savage 26 Creature -- Elf Whenever a Beast enters, you may draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
---	---	--	--