

Playtest cards - Abrams, Cory - Premodern (Premodern Grand Prix) 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 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Elvish Spirit Guide 2G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. 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	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
Genesis 4G Creature -- Incarnation At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hypnox 8BBB Creature -- Nightmare Horror Flying When this creature enters, if you cast it from your hand, exile all cards from target opponent's hand. When this creature leaves the battlefield, return the exiled cards to their owner's hand. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intuition 2U 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	Intuition 2U Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your graveyard. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

1/1

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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.

1/1

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5 U U

Creature -- Illusion

Flying
When this creature enters, untap up to seven lands.
{2}{U}{U}: Return this creature to its owner's hand.

4/5

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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

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①

Artifact Creature -- Phyrexian Dreadnought

Trample
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

12/12

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①

Artifact Creature -- Phyrexian Dreadnought

Trample
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Trample
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

12/12

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① ② ③

Discard a card: This creature gets +1/+1 until end of turn.
Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.

1/2

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{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

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U

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

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① ②

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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⑥

This creature enters with three +1/+1 counters on it.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

1/1

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Land

```
{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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.)

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

As long as the top card of your graveyard is a creature card, this creature has the full text of that card and has the text "{2}: Discard a card." (This creature has that card's name, mana cost, color, types, abilities, power, and toughness.)
{2}: Discard a card.

0/1

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① U U

As long as the top card of your graveyard is a creature card, this creature has the full text of that card and has the text "{2}: Discard a card." (This creature has that card's name, mana cost, color, types, abilities, power, and toughness.)

{2}: Discard a card.

0/1

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① ②

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑥

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0/5

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0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Creature -- Human Wizard

When this creature enters, you may return target enchantment card from your graveyard to your hand.

[sidebar]

2/2

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① ②

Enchantment

Red spells cost {2} more to cast.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchantment

Red spells cost {2} more to cast.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchantment

Red spells cost {2} more to cast.

[sideboard]

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B

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

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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2 B

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

2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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① ②

Flying
When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.

3/3

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① ② W

When this creature enters, destroy target enchantment.

1/1

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① ⑥

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ① G

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plague Spitter 2 B Creature -- Phyrexian Horror At the beginning of your upkeep, this creature deals 1 damage to each creature and each player. When this creature dies, it deals 1 damage to each creature and each player. [sideboard] 2/2 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	Xantid Swarm G Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	