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| <div><div><div>Ball Lightning</div><div><div>R</div><div>R</div><div>R</div></div></div><div>Creature -- Elemental</div><div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div><div>At the beginning of the end step, sacrifice this creature.</div></div><div><div>6/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ball Lightning</div><div><div>R</div><div>R</div><div>R</div></div></div><div>Creature -- Elemental</div><div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div><div>At the beginning of the end step, sacrifice this creature.</div></div><div><div>6/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ball Lightning</div><div><div>R</div><div>R</div><div>R</div></div></div><div>Creature -- Elemental</div><div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div><div>At the beginning of the end step, sacrifice this creature.</div></div><div><div>6/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ball Lightning</div><div><div>R</div><div>R</div><div>R</div></div></div><div>Creature -- Elemental</div><div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div><div>At the beginning of the end step, sacrifice this creature.</div></div><div><div>6/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Barbarian Ring</div></div><div>Land</div><div><div>{T}: Add {R}. This land deals 1 damage to you.</div><div>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Barbarian Ring</div></div><div>Land</div><div><div>{T}: Add {R}. This land deals 1 damage to you.</div><div>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                             | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                             |

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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cursed Scroll</b><div>1</div></div><div>Artifact</div><div>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fireblast</b><div>4RR</div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div><b>Fireblast</b><div>4RR</div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><b>Fireblast</b><div>4RR</div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><b>Fireblast</b><div>4RR</div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><b>Grim Lavamancer</b><div>R</div></div><div>Creature -- Human Wizard</div><div>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

®

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①Ⓡ

Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Whenever this creature is dealt damage, it deals that much damage to you.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Jackal Pup</div><div>Ⓜ</div></div> <div>Creature -- Jackal</div> <div>Whenever this creature is dealt damage, it deals that much damage to you.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div><div>Jackal Pup</div><div>Ⓜ</div></div> <div>Creature -- Jackal</div> <div>Whenever this creature is dealt damage, it deals that much damage to you.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Jackal Pup</div><div>Ⓜ</div></div> <div>Creature -- Jackal</div> <div>Whenever this creature is dealt damage, it deals that much damage to you.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lava Dart</div><div>Ⓜ</div></div> <div>Instant</div> <div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Lava Dart</div><div>Ⓜ</div></div> <div>Instant</div> <div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lightning Bolt</div><div>Ⓜ</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div><div>Lightning Bolt</div><div>Ⓜ</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div><div>Lightning Bolt</div><div>Ⓜ</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    |

**Playtest cards - Harle, Thomas - Premodern (Premodern Grand Prix)** 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.

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Price of Progress</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Seal of Fire</div><div><div>R</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             | <div><div>Seal of Fire</div><div><div>R</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             | <div><div>Seal of Fire</div><div><div>R</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             |
| <div><div>Seal of Fire</div><div><div>R</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                 | <div><div>Sulfuric Vortex</div><div><div>1</div><div>R</div><div>R</div></div></div> <div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.<br/>If a player would gain life, that player gains no life instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sulfuric Vortex</div><div><div>1</div><div>R</div><div>R</div></div></div> <div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.<br/>If a player would gain life, that player gains no life instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sulfuric Vortex</div><div><div>1</div><div>R</div><div>R</div></div></div> <div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.<br/>If a player would gain life, that player gains no life instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                |
| <div>Anarchy</div> <div>Sorcery</div> <div>Destroy all white permanents.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div>Flaring Pain</div> <div>Instant</div> <div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lava Dart</div> <div>Instant</div> <div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mogg Salvage</div> <div>Instant</div> <div>If an opponent controls an Island and you control a Mountain, you may cast this spell without paying its mana cost. Destroy target artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Overload</div><div>R</div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overload</div><div>R</div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overload</div><div>R</div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Price of Progress</div><div>1R</div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Red Elemental Blast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div>Red Elemental Blast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |

Threaten

2R

Sorcery

Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It can attack and {T} this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tormod's Crypt

0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tormod's Crypt

0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Harle, Thomas - Premodern (Premodern Grand Prix)

sheet 10/10 - 3 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.