

</
--

®

{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

®

{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

①②

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

①R

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

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Bolt Ⓜ Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Ⓜ Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Ⓜ Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Ⓜ Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - MVALice - 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.

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

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

Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Fire R Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lava Dart R Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Dart R Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Dart R Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Dart R Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfuric Vortex 1R R Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sulfuric Vortex 1R R Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfuric Vortex 1R R Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfuric Vortex 1R R Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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

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	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	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	

Playtest cards - MVAlice - 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 10/10 - 3 cards - 2.5 x 3.5 in each