Adarkar Wastes

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coastal Tower

Land

This land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

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Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Schmittenator - Premodern v3 Group B3E453 (Humility, Prohibit) (Side Even 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.

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
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When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust Bowl

Land

{T}: Add {C}.
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust Bowl

Land

{T}: Add {C}.
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fact or Fiction {3}{U}

Instant

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fact or Fiction {3}{U}

Instant

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fact or Fiction {3}{U}

Instant

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Conclave

Land

This land enters tapped.
{T}: Add {U}.
{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Conclave

Land

This land enters tapped.
{T}: Add {U}.
{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Humility {2}{W}{W}

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulse {1}{U}

Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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.

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{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace (1)

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace (1)

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Schmittenator - Premodern v3 Group B3E453 (Humility, Prohibit) (Side Even sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Powder Keg {2}

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Powder Keg {2}

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prohibit {1}{U}

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Standstill {1}{U}

Enchantment

When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.

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Standstill {1}{U}

Enchantment

When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aura of Silence {1}{W}{W}

Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.
Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Schmittenator - Premodern v3 Group B3E453 (Humility, Prohibit) (Side Even sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cleansing Meditation {1}{W}{W}

Sorcery

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hibernation {2}{U}

Instant

Return all green permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi's Response (1)(U)

Instant

Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent.
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

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

[sideboard]

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