## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Brain Freeze (1)(U)

Instant

Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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## Chain of Vapor (U)

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - bparis15 - Premodern v3 Group 8A3E48 (Meditate, Brain Freeze) (Premodern** 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.

## City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

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## Deep Analysis (3)(U)

Sorcery

Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

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## Dream Halls (3)(U)(U)

Enchantment

Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell.

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## Dream Halls {3}{U}{U}

Enchantment

Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell.

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## Flash of Insight {X}{1}{U}

Instant

Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Frantic Search {2}{U}

Instant

Draw two cards, then discard two cards. Untap up to three lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Intuition {2}{U}

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 PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Island

Basic Land -- Island

({T}: Add {U}.)

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**Playtest cards - bparis15 - Premodern v3 Group 8A3E48 (Meditate, Brain Freeze) (Premodern** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Meditate (2)(U)

Instant

Draw four cards. You skip your next turn.

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Draw four cards. You skip your next turn.

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## Opportunity {4}{U}{U}

Instant

Target player draws four cards.

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Target player draws four cards.

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Target player draws four cards.

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Instant

Target player draws four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Rush of Knowledge {4}{U}

Sorcery

Draw cards equal to the greatest mana value among permanents you control.

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## Saprazzan Skerry

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Show and Tell (2)(U)

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

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Sorcery

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## Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Svyelunite Temple

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {U}{U}.

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Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {U}{U}.

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Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {U}{U}.

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


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Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Brain Freeze (1)(U)

Instant

Target player mills three cards.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chain of Vapor (U)

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

[sideboard]

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[sideboard]

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## Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

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[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]

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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

## Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seasinger (1)(U)(U)

Creature -- Merfolk

When you control no Islands, sacrifice this creature.
You may choose not to untap this creature during your untap step.
{T}: Gain control of target creature whose controller controls an Island for as long as you control this creature and this creature remains tapped.

[sideboard]

**0/1**

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## Snap {1}{U}

Instant

Return target creature to its owner's hand. Untap up to two lands.

[sideboard]

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## Tormod's Crypt {0}

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tsabo's Web {2}

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

[sideboard]

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