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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azorius Signet (2)

Artifact

{1}, {T}: Add {W}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - goutbeek, jitse - Unknown format (Set Roulette Summer 2026) 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.

Condemn {W}

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Condemn {W}

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

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

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Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon Jura {3}{W}{W}

Legendary Planeswalker -- Gideon

[+2]: During target opponent's next turn, creatures that player controls attack Gideon Jura if able.
[-2]: Destroy target tapped creature.
[0]: Until end of turn, Gideon Jura becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a Plains or an Island.
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Playtest cards - goutbeek, jitse - Unknown format (Set Roulette Summer 2026) sheet 3/10 - 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.

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Plains Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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

Humility {2}{W}{W}

Enchantment

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Into the Roil {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Roil {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

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

Jace, Memory Adept {3}{U}{U}

Legendary Planeswalker -- Jace

[+1]: Draw a card. Target player mills a card.
[0]: Target player mills ten cards.
[-7]: Any number of target players each draw twenty cards.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace, Memory Adept {3}{U}{U}

Legendary Planeswalker -- Jace

[+1]: Draw a card. Target player mills a card.
[0]: Target player mills ten cards.
[-7]: Any number of target players each draw twenty cards.

L 4

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

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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

Marsh Flats

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

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

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Ponder (U)

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Timely Reinforcements 2W

Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timely Reinforcements 2W

Sorcery

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Timely Reinforcements 2W

Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill 1U

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill 1U

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill 1U

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill 1U

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - goutbeek, jitse - Unknown format (Set Roulette Summer 2026) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Condemn {W}

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Condemn {W}

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elixir of Immortality {1}

Artifact

{2}, {T}: You gain 5 life. Shuffle this artifact and your graveyard into their owner's library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sunset Pyramid (2)

Artifact

This artifact enters with three brick counters on it.
{2}, {T}, Remove a brick counter from this artifact: Draw a card.
{2}, {T}: Scry 1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunset Pyramid (2)

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{2}, {T}, Remove a brick counter from this artifact: Draw a card.
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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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