

Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aluren 2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aluren 2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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G

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Flying
Echo {2}{B} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters, destroy target nonartifact, nonblack creature.

1/1

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(B)

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(U) (B)

Flying
When this creature enters, return a blue or black creature you control to its owner's hand.
Pay 1 life: Return this creature to its owner's hand.

2/1

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Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cloud of Faeries 1 U Creature -- Faerie Flying When this creature enters, untap up to two lands. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Intent 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Wish Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Living Wish 1 G Sorcery You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maggot Carrier B Creature -- Zombie When this creature enters, each player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Man-o'-War 2 U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rishadan Cutpurse Creature -- Human Pirate When this creature enters, each opponent sacrifices a permanent of their choice unless they pay {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spike Feeder Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Library Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Return target creature card with
mana value 3 or less from your
graveyard to the battlefield.
Cycling {2} ({2}, Discard this card:
Draw a card.)

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G

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {C}.
{1}{B}, {T}: Put target creature card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Whenever a Beast enters, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast Land { T } : Add { C } . { T } : Add { G } or { U } . This land deals 1 damage to you . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land { T } : Add { C } . { T } : Add { G } or { U } . This land deals 1 damage to you . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land { T } : Add { C } . { T } : Add { G } or { U } . This land deals 1 damage to you . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land { T } : Add { C } . { T } : Add { G } or { U } . This land deals 1 damage to you . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Academy Rector 3 W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague 2 B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Blessing 1 G Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DiogoMoita - Premodern (Road to Spanish National)

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

Kor Haven Legendary Land {T}: Add {C}. {1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Man-o'-War Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mesmeric Fiend Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nantuko Tracer Creature -- Insect Druid When this creature enters, you may put target card from a graveyard on the bottom of its owner's library. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Naturalize Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven Familiar Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Cutpurse Creature -- Human Pirate When this creature enters, each opponent sacrifices a permanent of their choice unless they pay {1}. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shrieking Drake Creature -- Drake Flying When this creature enters, return a creature you control to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

Whenever another creature enters,
you gain 1 life.

1/1

② ⑥

When this creature enters, destroy target artifact.

2/2

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

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