Bösium Strip {3}

Artifact

{3}, {T}: Until end of turn, you may cast instant and sorcery spells from the top of your graveyard. If a spell cast this way would be put into a graveyard, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Capsize {1}{U}{U}

Instant

Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.)
Return target permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chance Encounter {2}{R}{R}

Enchantment

Whenever you win a coin flip, put a luck counter on this enchantment.
At the beginning of your upkeep, if this enchantment has ten or more luck counters on it, you win the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Clark, Zac - Premodern v3 Group BE8F54 (Guided Passage, Hidden Gibbons) (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.

Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

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

Fire (1)(R)

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice (1)(U)

Instant

Tap target permanent.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire (1)(R)

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice (1)(U)

Instant

Tap target permanent.
Draw a card.

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Fire deals 2 damage divided as you choose among one or two targets.

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Tap target permanent.
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Fire (1)(R)

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice (1)(U)

Instant

Tap target permanent.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frenetic Efreet (1)(U)(R)

Creature -- Efreet

Flying
{0}: Flip a coin. If you win the flip, this creature phases out. If you lose the flip, sacrifice this creature. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Clark, Zac - Premodern v3 Group BE8F54 (Guided Passage, Hidden Gibbons) (sheet 2/10 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Efreet

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{0}: Flip a coin. If you win the flip, this creature phases out. If you lose the flip, sacrifice this creature. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hammer of Bogardan {1}{R}{R}

Sorcery

Hammer of Bogardan deals 3 damage to any target.
{2}{R}{R}: Return this card from your graveyard to your hand. Activate only during your upkeep.

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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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt Ⓡ

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Clark, Zac - Premodern v3 Group BE8F54 (Guided Passage, Hidden Gibbons) (sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Portal (3)

Artifact

{3}: If your library has ten or more cards in it, target opponent looks at the top ten cards of your library and separates them into two face-down piles. Exile one of those piles. Search the other pile for a card, put it into your hand, then shuffle the rest of that pile into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Portal (3)

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{3}: If your library has ten or more cards in it, target opponent looks at the top ten cards of your library and separates them into two face-down piles. Exile one of those piles. Search the other pile for a card, put it into your hand, then shuffle the rest of that pile into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portent (U)

Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portent (U)

Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portent (U)

Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

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Portent {U}

Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

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

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

Prophetic Bolt {3}{U}{R}

Instant

Prophetic Bolt deals 4 damage to any target. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rainbow Efreet {3}{U}

Creature -- Efreet

Flying
{U}{U}: This creature phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

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

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Shivan Reef

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Rage (2)(R)

Instant

Kicker {8}{R} (You may pay an additional {8}{R} as you cast this spell.)
This spell can't be countered.
Urza's Rage deals 3 damage to any target. If this spell was kicked, instead it deals 10 damage to that permanent or player and the damage can't be prevented.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildfire Emissary (3)(R)

Creature -- Efreet

Protection from white
{1}{R}: This creature gets +1/+0 until end of turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildfire Emissary (3)(R)

Creature -- Efreet

Protection from white
{1}{R}: This creature gets +1/+0 until end of turn.

2/4

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

Blue Elemental Blast (U)

Instant

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

[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

Dominate (X)(1)(U)(U)

Instant

Gain control of target creature with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

[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

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

Overload (R)

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overload (R)

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.

[sideboard]

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Red Elemental Blast Ⓡ

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt ⓪

Artifact

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

[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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