

Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. 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
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	Coastal Tower Land This land enters tapped. {T}: Add {W} or {U}. 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

Coastal Tower Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coastal Tower Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disenchant Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Instant Fire deals 2 damage divided as you choose among one or two targets. Ice Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fire1R Instant Fire deals 2 damage divided as you choose among one or two targets. ----- - - - RIGHT HALF - - - Ice1U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Future Sight2UUU Enchantment Play with the top card of your library revealed. You may play lands and cast spells from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Future Sight2UUU Enchantment Play with the top card of your library revealed. You may play lands and cast spells from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galina's KnightWU Creature -- Merfolk Knight Protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Kindler, James - Premodern (\$1K Premodern - SCG CON Milwaukee - Sunday - sheet 4/10 - 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.

Island Basic Land -- Island {T}: Add {U}. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Angel 1URW Creature -- Angel Flying, vigilance, haste 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Angel 1URW Creature -- Angel Flying, vigilance, haste 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Angel 1URW Creature -- Angel Flying, vigilance, haste 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Angel 1URW Creature -- Angel Flying, vigilance, haste 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{T}: Target creature you control gains protection from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

W

{T}: Target creature you control gains protection from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

W

{T}: Target creature you control gains protection from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

W

{T}: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver KnightWW Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver KnightWW Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver KnightWW Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Silver KnightWW Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Undiscovered Paradise Land {T}: Add one mana of any color. During your next untap step, as you untap your permanents, return this land to its owner's hand. 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
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	Meddling Mage (W U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Whenever another card is put into a graveyard from anywhere, exile that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Cleansing

1W

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Playtest cards - Kindler, James - Premodern (\$1K Premodern - SCG CON Milwaukee - Sunday -

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 10/10 - 1 cards - 2.5 x 3.5 in each