Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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

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.)

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Flying
When this creature enters, untap up to two lands.
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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

Playtest cards - JPMeza - Premodern (1K Low Tier) 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.

Drain Life {X}{1}{B}

Sorcery

Spend only black mana on X.
Drain Life deals X damage to any target. You gain life equal to the damage dealt, but not more life than the player's life total before the damage was dealt, the planeswalker's loyalty before the damage was dealt, or the creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Djinn {4}{U}{U}

Creature -- Djinn

Flying
At the beginning of your upkeep, sacrifice this creature unless you pay {1}{U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Djinn {4}{U}{U}

Creature -- Djinn

Flying
At the beginning of your upkeep, sacrifice this creature unless you pay {1}{U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dromar's Cavern

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {W}, {U}, or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Expunge {2}{B}

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame Jet {1}{R}

Sorcery

Flame Jet deals 3 damage to target player or planeswalker.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

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Fluctuator {2}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Light {1}{W}

Instant

You gain shroud until end of turn. (You can't be the target of spells or abilities.)
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven {3}{U}

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Keeneye Aven 3U

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven 3U

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven 3U

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lull 1G

Instant

Prevent all combat damage that would be dealt this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation 1U

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake 3U

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake 3U

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake 3U

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Pendrell Drake (3)(U)

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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This land enters tapped.
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Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primoc Escapee (6)(U)

Creature -- Bird Beast

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primoc Escapee (6)(U)

Creature -- Bird Beast

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primoc Escapee (6)(U)

Creature -- Bird Beast

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JPMeza - Premodern (1K Low Tier) sheet 5/10 - 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.

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Merfolk (U)

Creature -- Merfolk

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Merfolk (U)

Creature -- Merfolk

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

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Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Merfolk (U)

Creature -- Merfolk

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JPMeza - Premodern (1K Low Tier) sheet 6/10 - 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.

Sandbar Serpent {4}{U}

Creature -- Serpent

Cycling {2} ({2}, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Serpent {4}{U}

Creature -- Serpent

Cycling {2} ({2}, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandbar Serpent {4}{U}

Creature -- Serpent

Cycling {2} ({2}, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abeyance {1}{W}

Instant

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abeyance {1}{W}

Instant

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

[sideboard]

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[sideboard]

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Instant

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JPMeza - Premodern (1K Low Tier) sheet 8/10 - 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.

Clear {1}{W}

Instant

Destroy target enchantment.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hush {3}{G}

Sorcery

Destroy all enchantments.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misdirection {3}{U}{U}

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misdirection {3}{U}{U}

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant's Judgment {2}{W}

Instant

Destroy target creature with power 4 or greater.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repopulate {1}{G}

Instant

Shuffle all creature cards from target player's graveyard into that player's library.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rescind {1}{U}{U}

Instant

Return target permanent to its owner's hand.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twilight's Call {4}{B}{B}

Sorcery

You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.)
Each player returns all creature cards from their graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.