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| <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Armageddon</div><div>3W</div><div>Sorcery</div><div>Destroy all lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Armageddon</div><div>3W</div><div>Sorcery</div><div>Destroy all lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Cephalid Coliseum</div><div>Land</div><div>{T}: Add {U}. This land deals 1 damage to you.<br/>Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards.<br/>Activate only if there are seven or more cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Coastal Tower</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        |

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| <div> <div>Crusade</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>White creatures get +1/+1.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                       | <div> <div>Crusade</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>White creatures get +1/+1.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                       | <div> <div>Dust Bowl</div> </div> <div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                  | <div> <div>Exalted Angel</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Flying</div> <div>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Exalted Angel</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Flying</div> <div>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Exalted Angel</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Flying</div> <div>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Exalted Angel</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Flying</div> <div>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fact or Fiction</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                  |

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| <div><div><div>Fact or Fiction</div><div>Instant</div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Faerie Conclave</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Kor Haven</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |

## Mana Leak

① ②

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell unless its controller pays {3}.

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Counter target spell unless its controller pays {3}.

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.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Meddling Mage

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Creature -- Human Wizard

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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Meddling Mage

WU

Creature -- Human Wizard

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

Playtest cards - JPMeza - Premodern (Monthly PM Olympus Garden Noviembre)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Memory Lapse</div> <div>①①</div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Memory Lapse</div> <div>①①</div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Memory Lapse</div> <div>①①</div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Memory Lapse</div> <div>①①</div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mother of Runes</div> <div>Ⓜ</div> <div>Creature -- Human Cleric</div> <div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div>Mother of Runes</div> <div>Ⓜ</div> <div>Creature -- Human Cleric</div> <div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div>Plains</div> <div></div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div>Plains</div> <div></div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div>Portent</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Portent</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Predict</div><div>Instant</div><div>Choose a card name, then target player mills a card. If a card with the chosen name was milled this way, you draw two cards. Otherwise, you draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Predict</div><div>Instant</div><div>Choose a card name, then target player mills a card. If a card with the chosen name was milled this way, you draw two cards. Otherwise, you draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>Secluded Steppe</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}.<br/>Cycling {W} ({W}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             |

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| <div><div>Silver Knight</div><div><div>WW</div></div><div>Creature -- Human Knight</div><div>First strike, protection from red</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Silver Knight</div><div><div>WW</div></div><div>Creature -- Human Knight</div><div>First strike, protection from red</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Skycloud Expanse</div><div>Land</div><div>{1}, {T}: Add {W}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Standstill</div><div><div>1U</div></div><div>Enchantment</div><div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Standstill</div><div><div>1U</div></div><div>Enchantment</div><div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |

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| <div> <b>Swords to Plowshares</b> <span>W</span> </div> <div> Instant </div> <div> Exile target creature. Its controller gains life equal to its power. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                              | <div> <b>Wasteland</b> </div> <div> Land </div> <div> {T}: Add {C}.<br/> {T}, Sacrifice this land: Destroy target nonbasic land. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                     | <div> <b>Weathered Wayfarer</b> <span>W</span> </div> <div> Creature -- Human Nomad Cleric </div> <div> {W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                    | <div> <b>Weathered Wayfarer</b> <span>W</span> </div> <div> Creature -- Human Nomad Cleric </div> <div> {W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                    |
| <div> <b>Dodecapod</b> <span>4</span> </div> <div> Artifact Creature -- Golem </div> <div> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield with two +1/+1 counters on it instead of putting it into your graveyard. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dodecapod</b> <span>4</span> </div> <div> Artifact Creature -- Golem </div> <div> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield with two +1/+1 counters on it instead of putting it into your graveyard. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dodecapod</b> <span>4</span> </div> <div> Artifact Creature -- Golem </div> <div> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield with two +1/+1 counters on it instead of putting it into your graveyard. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dodecapod</b> <span>4</span> </div> <div> Artifact Creature -- Golem </div> <div> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield with two +1/+1 counters on it instead of putting it into your graveyard. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |



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| <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seal of Cleansing</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Seal of Cleansing</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Seal of Cleansing</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Seal of Cleansing</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Silver Knight</div><div>Creature -- Human Knight</div><div>First strike, protection from red</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |

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| <div> <div> Silver Knight <div> <div>W</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Knight </div> <div> First strike, protection from red </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Stifle <div> <div>U</div> </div> </div> <div> <div> Instant </div> <div> Counter target activated or triggered ability. (Mana abilities can't be targeted.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Stifle <div> <div>U</div> </div> </div> <div> <div> Instant </div> <div> Counter target activated or triggered ability. (Mana abilities can't be targeted.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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