

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment

Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.

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Creature -- Bird

Flying

{T}: Add one mana of any color.

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0/1
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G

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0/1

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UB

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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UB

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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Whenever this land becomes tapped,
it deals 1 damage to you.
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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	Man-o'-War Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Man-o'-War Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Man-o'-War Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meddling Mage 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 PLAYbotbox.dev	Meddling Mage 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 PLAYbotbox.dev	Meddling Mage 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 PLAYbotbox.dev

Monk Realist 1 W Creature -- Human Monk Cleric When this creature enters, destroy target enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ($\{T\}$: Add $\{W\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven Familiar 2 U 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 PLAYbotbox.dev	Raven Familiar 2 U 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 PLAYbotbox.dev
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Spike Feeder ①⑥⑥ 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	Spike Feeder ①⑥⑥ 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	Spike Feeder ①⑥⑥ 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	Squee, Goblin Nabob ②②R Legendary Creature -- Goblin At the beginning of your upkeep, you may return this card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Urza1289 - Premodern (Liga PreModern Covilhã 7)

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.

Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Sylvan Library 1G 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	Treva's Ruins Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {G}, {W}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Uktabi Orangutan 2G Creature -- Ape When this creature enters, destroy target artifact. 2/2 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	Wall of Blossoms 1G Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms 1G Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Roots 1 6 Creature -- Plant Wall 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	Wall of Roots 1 6 Creature -- Plant Wall 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	Wall of Roots 1 6 Creature -- Plant Wall 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	Wall of Roots 1 6 Creature -- Plant Wall 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
Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. 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
Auramancer 2 W Creature -- Human Wizard When this creature enters, you may return target enchantment card from your graveyard to your hand . [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genesis 4 G Creature -- Incarnation At the beginning of your upkeep, if this creature is in your graveyard, you may pay { 2 } { G } . If you do, return target creature card from your graveyard to your hand . [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Drake 1 U Creature -- Drake Flying When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal . [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red . * Destroy target permanent if it's red . [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- * Counter target spell if it's red.
- * Destroy target permanent if it's red.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this creature enters, return target creature to its owner's hand.

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

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① ⑥

Destroy target artifact or enchantment.

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① ②

Destroy target artifact or enchantment.

① W

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

① W

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W

Exile target creature. Its controller gains life equal to its power.

W

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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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xantid Swarm Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xantid Swarm Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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