

Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

{1}{6}: This creature gets +2/+2 until end of turn. Activate only once each turn.

Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

1/1

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Ⓒ

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Draw two cards, then discard two cards.

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Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circular Logic Instant Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circular Logic Instant Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Frantic Search2U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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① ② G

Creature - - Dog

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

2/2

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① ⑥

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③ ④

Creature -- Incarnation

Flying
As long as this card is in your graveyard and you control an Island, creatures you control have flying.

2/2

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③ ④

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2/2

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Yavimaya Coast

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --

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

[sidebar]

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Blue Elemental Blast (U)

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[sidebar]

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Blue Elemental Blast (U)

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- * Counter target red spell.
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[sidebar]

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Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

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Playtest cards - WingmanSkree - Premodern v3 Group 81C9E9 (Aquamoeba, Circular Logic) (Ari sheet 9/10 - 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.

Tranquil Domain 16 Instant Destroy all non-Aura enchantments. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waterfront Bouncer 1U Creature -- Merfolk Spellshaper {U}, {T}, Discard a card: Return target creature to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waterfront Bouncer 1U Creature -- Merfolk Spellshaper {U}, {T}, Discard a card: Return target creature to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	