

About Face Instant Switch target creature's power and toughness until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	About Face Instant Switch target creature's power and toughness until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	About Face Instant Switch target creature's power and toughness until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	About Face Instant Switch target creature's power and toughness until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Benevolent Bodyguard Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Benevolent Bodyguard Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Benevolent Bodyguard Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Sphere Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Daru Spiritualist Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daru Spiritualist Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daru Spiritualist Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grand Coliseum Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Master Apothecary Creature -- Human Cleric Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to any target this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Master Apothecary Creature -- Human Cleric Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to any target this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Master Apothecary Creature -- Human Cleric Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to any target this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mother of Runes Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mother of Runes Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from black
{W}: Target creature gains
protection from black until end of
turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Protection from black
{W}: Target creature gains
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1/1

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sylvan Library 1 G 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Task Force 2 W Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Task Force 2 W Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Task Force 2 W Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
True Believer W W Creature -- Human Cleric You have shroud. (You can't be the target of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	True Believer W W Creature -- Human Cleric You have shroud. (You can't be the target of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	True Believer W W Creature -- Human Cleric You have shroud. (You can't be the target of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weathered Wayfarer W Creature -- Human Nomad Cleric {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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Weathered Wayfarer (W) Creature -- Human Nomad Cleric {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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weathered Wayfarer (W) Creature -- Human Nomad Cleric {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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weathered Wayfarer (W) Creature -- Human Nomad Cleric {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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldly Tutor (G) Instant Search your library for a creature card, reveal it, then shuffle and put the card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aura of Silence (1)(W)(W) Enchantment Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte (1)(W) Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defense Grid (2) Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defense Grid (2) Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devoted Caretaker W Creature -- Human Cleric {W}, {T}: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devoted Caretaker W Creature -- Human Cleric {W}, {T}: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devoted Caretaker W Creature -- Human Cleric {W}, {T}: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Acolyte 1 W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oversold Cemetery 1 B Enchantment At the beginning of your upkeep, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oversold Cemetery 1 B Enchantment At the beginning of your upkeep, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ray of Revelation 1 W Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares

W

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares

W

Instant

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

[sideboard]

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Tormod's Crypt

0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Playtest cards - Gera25 - Premodern (Monthly PM Burro Singles Agosto)

sheet 10/10 - 3 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.