Brushland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color.

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.

Daru Spiritualist {1}{W}

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 PLAY botbox.dev

Daru Spiritualist {1}{W}

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 PLAY botbox.dev

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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 PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eladamri's Call {G}{W}

Instant

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

Eladamri's Call {G}{W}

Instant

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

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Eladamri's Call {G}{W}

Instant

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

Eladamri's Call {G}{W}

Instant

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Wish {1}{G}

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Wish {1}{G}

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Wish {1}{G}

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Wastes

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirri's Guile (G)

Enchantment

At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirri's Guile (G)

Enchantment

At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mother of Runes (W)

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 PLAY botbox.dev

Mother of Runes (W)

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 PLAY botbox.dev

Mox Diamond (0)

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Diamond (0)

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nomads en-Kor (W)

Creature -- Kor Nomad Soldier

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nomads en-Kor {W}

Creature -- Kor Nomad Soldier

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nomads en-Kor {W}

Creature -- Kor Nomad Soldier

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shaman en-Kor {1}{W}

Creature -- Kor Cleric Shaman

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.
{1}{W}: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to this creature instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shaman en-Kor {1}{W}

Creature -- Kor Cleric Shaman

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.
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1/2

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1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starlit Sanctum

Land

{T}: Add {C}.
{W}, {T}, Sacrifice a Cleric creature: You gain life equal to the sacrificed creature's toughness.
{B}, {T}, Sacrifice a Cleric creature: Target player loses life equal to the sacrificed creature's power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starlit Sanctum

Land

{T}: Add {C}.
{W}, {T}, Sacrifice a Cleric creature: You gain life equal to the sacrificed creature's toughness.
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{B}, {T}, Sacrifice a Cleric creature: Target player loses life equal to the sacrificed creature's 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

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

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 PLAY botbox.dev

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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 PLAY botbox.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 PLAY botbox.dev

Transmutation (1)(B)

Instant

Switch target creature's power and toughness until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volrath's Stronghold

Legendary Land

{T}: Add {C}.
{1}{B}, {T}: Put target creature card from your graveyard on top of your library.

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

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Playtest cards - Kammer, Michael - Premodern (Premodern Ruhrgebiet Juni) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Worthy Cause {W}

Instant

Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.)
As an additional cost to cast this spell, sacrifice a creature.
You gain life equal to the sacrificed creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worthy Cause {W}

Instant

Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.)
As an additional cost to cast this spell, sacrifice a creature.
You gain life equal to the sacrificed creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worthy Cause {W}

Instant

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As an additional cost to cast this spell, sacrifice a creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worthy Cause {W}

Instant

Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.)
As an additional cost to cast this spell, sacrifice a creature.
You gain life equal to the sacrificed creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daru Spiritualist {1}{W}

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

False Prophet {2}{W}{W}

Creature -- Human Cleric

When this creature dies, exile all creatures.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing {1}{G}

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Krosan Reclamation {1}{G}

Instant

Target player shuffles up to two target cards from their graveyard into their library.
Flashback {1}{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

Monk Realist {1}{W}

Creature -- Human Monk Cleric

When this creature enters, destroy target enchantment.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nomads en-Kor {W}

Creature -- Kor Nomad Soldier

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reverent Silence {3}{G}

Sorcery

If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life.
Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serra Avatar {4}{W}{W}{W}

Creature -- Avatar

Serra Avatar's power and toughness are each equal to your life total.
When Serra Avatar is put into a graveyard from anywhere, shuffle it into its owner's library.

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphere of Law {3}{W}

Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphere of Law {3}{W}

Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kammer, Michael - Premodern (Premodern Ruhrgebiet Juni) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Starlit Sanctum

Land

{T}: Add {C}.
{W}, {T}, Sacrifice a Cleric creature: You gain life equal to the sacrificed creature's toughness.
{B}, {T}, Sacrifice a Cleric creature: Target player loses life equal to the sacrificed creature's power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uktabi Orangutan (2)(G)

Creature -- Ape

When this creature enters, destroy target artifact.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unspeakable Symbol (1)(B)(B)

Enchantment

Pay 3 life: Put a +1/+1 counter on target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kammer, Michael - Premodern (Premodern Ruhrgebiet Juni) 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.