Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Vise (1)

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wisniewski, Cameron - Premodern v3 Group D8D66F (Enlightened Tutor, Zur's sheet 1/10 - 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.

Enlightened Tutor (W)

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

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Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exploration (G)

Enchantment

You may play an additional land on each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exploration (G)

Enchantment

You may play an additional land on each of your turns.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wisniewski, Cameron - Premodern v3 Group D8D66F (Enlightened Tutor, Zur's sheet 2/10 - 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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Land

This land enters with three mining counters on it.
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{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 PLAY botbox.dev

Horn of Greed (3)

Artifact

Whenever a player plays a land, that player draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Horn of Greed (3)

Artifact

Whenever a player plays a land, that player draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Breach (2)(U)

Enchantment

Whenever a player casts a spell, that player returns a land they control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Breach (2)(U)

Enchantment

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Mana Breach (2)(U)

Enchantment

Whenever a player casts a spell, that player returns a land they control to its owner's hand.

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

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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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Playtest cards - Wisniewski, Cameron - Premodern v3 Group D8D66F (Enlightened Tutor, Zur's sheet 4/10 - 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.

Propaganda {2}{U}

Enchantment

Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Propaganda {2}{U}

Enchantment

Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wisniewski, Cameron - Premodern v3 Group D8D66F (Enlightened Tutor, Zur's 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.

Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

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

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 {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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

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.

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

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

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

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

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

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

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Words of Wind {2}{U}

Enchantment

{1}: The next time you would draw a card this turn, each player returns a permanent they control to its owner's hand instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Words of Wind {2}{U}

Enchantment

{1}: The next time you would draw a card this turn, each player returns a permanent they control to its owner's hand instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Akroma, Angel of Wrath {5}{W}{W}{W}

Legendary Creature -- Angel

Flying, first strike, vigilance, trample, haste, protection from black and from red

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Calming Verse {3}{G}

Sorcery

Destroy all enchantments you don't control. Then if you control an untapped land, destroy all enchantments you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble {G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Crumble {G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karmic Justice {2}{W}

Enchantment

Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Druids {1}{G}

Enchantment

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Druids {1}{G}

Enchantment

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Druids {1}{G}

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantom Nishoba {5}{G}{W}

Creature -- Cat Beast Spirit

Trample
This creature enters with seven +1/+1 counters on it.
Whenever this creature deals damage, you gain that much life.
If damage would be dealt to this creature, prevent that damage.
Remove a +1/+1 counter from this creature.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace {1}

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace {1}

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacred Ground {1}{W}

Enchantment

Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warmth {1}{W}

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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