

① ② W

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Noncreature spells cost {1} more to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Noncreature spells cost {1} more to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying
{1}{W}, Sacrifice Lieutenant Kirtar:
Exile target attacking creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lieutenant Kirtar (1)(W)(W) Legendary Creature -- Bird Soldier Flying {1}{W}, Sacrifice Lieutenant Kirtar: Exile target attacking creature. 2/2 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	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	Plains Basic Land -- Plains ({T}: Add {W}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	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	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Knight Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Knight Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Silver Knight Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Champion Creature -- Soltari Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) Whenever this creature attacks, other creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Champion Creature -- Soltari Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) Whenever this creature attacks, other creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Champion Creature -- Soltari Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) Whenever this creature attacks, other creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soltari Priest WW Creature -- Soltari Cleric Protection from red Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Priest WW Creature -- Soltari Cleric Protection from red Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Priest WW Creature -- Soltari Cleric Protection from red Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Priest WW Creature -- Soltari Cleric Protection from red Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Suntail Hawk W Creature -- Bird Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suntail Hawk W Creature -- Bird Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suntail Hawk W Creature -- Bird Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suntail Hawk W Creature -- Bird Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

W

You have shroud. (You can't be the target of spells or abilities.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

W

You have shroud. (You can't be the target of spells or abilities.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{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

W

{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

Whipcorder (W)(W) Creature -- Human Soldier Rebel {W}, {T}: Tap target creature. Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whipcorder (W)(W) Creature -- Human Soldier Rebel {W}, {T}: Tap target creature. Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windborn Muse (3)(W) Creature -- Spirit Flying Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windborn Muse (3)(W) Creature -- Spirit Flying Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Armageddon (3)(W) Sorcery Destroy all lands. [sideboard] 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	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	Foothill Guide (W) Creature -- Human Cleric Protection from Goblins Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spiritual Focus 1 W Enchantment Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. [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	Warmth 1 W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - marxthemarx - Premodern (Premodern Tournament)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each