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| <div><div>Karplusan Forest</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div>Karplusan Forest</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div>Karplusan Forest</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div>Karplusan Forest</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             |
| <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 |
| <div><div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                      | <div><div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                      | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Oath of Druids</div><div><div>1</div><div>G</div></div></div><div><div>Enchantment</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Oath of Druids</div><div><div>1</div><div>G</div></div></div><div><div>Enchantment</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                    | <div><div><div>Rishadan Port</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Rishadan Port</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div><div>Rishadan Port</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      |

## Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Forest

Basic Snow Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Forest

Basic Snow Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Mountain

Basic Snow Land -- Mountain

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

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

## 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

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| <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |

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| <div><div><div>Thermokarst</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div><div>Thermokarst</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div><div>Thermokarst</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div><div>Thermokarst</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |
| <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① R

Volcanic Spray deals 1 damage to each creature without flying and each player.

Flashback {1}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Winter's Grasp</div> <div>1GG</div> <div>Sorcery</div> <div>Destroy target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          |
| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd</div> <div>2G</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd</div> <div>2G</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd</div> <div>2G</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Calming Verse</div><div>3G</div></div><div>Sorcery</div><div>Destroy all enchantments you don't control. Then if you control an untapped land, destroy all enchantments you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div><div>Earthquake</div><div>XR</div></div><div>Sorcery</div><div>Earthquake deals X damage to each creature without flying and each player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Naturalize</div><div>1G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><div>Naturalize</div><div>1G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |
| <div><div><div>Phyrexian Furnace</div><div>1</div></div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Red Elemental Blast

R

Instant

Choose one --  
\* Counter target blue spell.  
\* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tormod's Crypt

0

Artifact

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

[sideboard]

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Zuran Orb

0

Artifact

Sacrifice a land: You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Zuran Orb

0

Artifact

Sacrifice a land: You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - frg - Premodern v3 Group 0C6095 (Pyroclasm, Winter's Grasp) (Premodern Le

sheet 10/10 - 4 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.