About Face ®

Instant

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

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.

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Caves of Koilos

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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

Playtest cards - Patrick_Olszewski - Premodern v3 Group C7257D (Shaman en-Kor, Daru Spirit 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.

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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

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1/1

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Duress {B}

Sorcery

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

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Duress {B}

Sorcery

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

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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.

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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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

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.

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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

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Creature -- Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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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.

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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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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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Plains

Basic Land -- Plains

({T}: Add {W}.)

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Basic Land -- Plains

({T}: Add {W}.)

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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

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

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

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

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

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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.

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Task Force 2W

Creature -- Human Rebel

Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn.

1/3

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Task Force 2W

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 2W

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

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.

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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.)
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You gain life equal to the sacrificed creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Grace {1}{W}

Enchantment

All creatures have protection from black.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Law {1}{W}

Enchantment

All creatures have protection from red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Law {1}{W}

Enchantment

All creatures have protection from red.

[sideboard]

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Daru Spiritualist {1}{W}

Creature -- Human Cleric

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[sideboard]

1/1

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Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlightened Tutor {W}

Instant

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

[sideboard]

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

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

Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

[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]

/

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Starlit Sanctum

Land

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

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

[sideboard]

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Tranquil Domain 1G

Instant

Destroy all non-Aura enchantments.

[sideboard]

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Tranquil Domain 1G

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uktabi Orangutan 2G

Creature -- Ape

When this creature enters, destroy target artifact.

[sideboard]

2/2

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