Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Laboratory {2}{U}

Enchantment

Each player can't cast more than one spell each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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Arcane Laboratory {2}{U}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boomerang {U}{U}

Instant

Return target permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boomerang {U}{U}

Instant

Return target permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MadNorrit - Premodern (Premodern Ruhrgebiet Oktober) 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.

Boomerang {U}{U}

Instant

Return target permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confound {1}{U}

Instant

Counter target spell that targets a creature.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confound {1}{U}

Instant

Counter target spell that targets a creature.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreamborn Muse {2}{U}{U}

Creature -- Spirit

At the beginning of each player's upkeep, that player mills X cards, where X is the number of cards in their hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Spirit

At the beginning of each player's upkeep, that player mills X cards, where X is the number of cards in their hand.

2/2

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.

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

Foil {2}{U}{U}

Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foil {2}{U}{U}

Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MadNorrit - Premodern (Premodern Ruhrgebiet Oktober) sheet 3/10 - 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.

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

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

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

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

Gush (4)(U)

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gush (4)(U)

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gush (4)(U)

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MadNorrit - Premodern (Premodern Ruhrgebiet Oktober) 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MadNorrit - Premodern (Premodern Ruhrgebiet Oktober) 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ivory Tower (1)

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ivory Tower (1)

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MadNorrit - Premodern (Premodern Ruhrgebiet Oktober) sheet 6/10 - 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.

Ivory Tower {1}

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ivory Tower {1}

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

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

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

Spellbook {0}

Artifact -- Book

You have no maximum hand size.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellbook {0}

Artifact -- Book

You have no maximum hand size.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

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

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.

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meekstone {1}

Artifact

Creatures with power 3 or greater don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meekstone {1}

Artifact

Creatures with power 3 or greater don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MadNorrit - Premodern (Premodern Ruhrgebiet Oktober) sheet 8/10 - 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.

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stifle {U}

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stifle {U}

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stifle {U}

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stifle {U}

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stifle {U}

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turbulent Dreams {U}{U}

Sorcery

As an additional cost to cast this spell, discard X cards.
Return X target nonland permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MadNorrit - Premodern (Premodern Ruhrgebiet Oktober) sheet 9/10 - 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.

Wash Out 3U

Sorcery

Return all permanents of the color of your choice to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wash Out 3U

Sorcery

Return all permanents of the color of your choice to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wash Out 3U

Sorcery

Return all permanents of the color of your choice to their owners' hands.

[sideboard]

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.