Astral Slide {2}{W}

Enchantment

Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Auramancer {2}{W}

Creature -- Human Wizard

When this creature enters, you may return target enchantment card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battlefield Forge

Land

{T}: Add {C}.
{T}: Add {R} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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Land

{T}: Add {C}.
{T}: Add {R} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lorenzini, Diego - Premodern v3 Group 69EE96 (Astral Slide, Renewed Faith 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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Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eternal Dragon {5}{W}{W}

Creature -- Dragon Spirit

Flying
{3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep.
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dragon Spirit

Flying
{3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep.
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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

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Forgotten Cave

Land

This land enters tapped.
{T}: Add {R}.
Cycling {R} ({R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forgotten Cave

Land

This land enters tapped.
{T}: Add {R}.
Cycling {R} ({R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Humility {2}{W}{W}

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Rift {1}{R}

Enchantment

Whenever a player cycles a card, you may pay {1}. If you do, this enchantment deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Rift {1}{R}

Enchantment

Whenever a player cycles a card, you may pay {1}. If you do, this enchantment deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Renewed Faith {2}{W}

Instant

You gain 6 life.
Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.)
When you cycle this card, you may gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

You gain 6 life.
Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.)
When you cycle this card, you may gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

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

Secluded Steppe

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card: Draw a card.)

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

Slice and Dice {4}{R}{R}

Sorcery

Slice and Dice deals 4 damage to each creature.
Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)
When you cycle this card, you may have it deal 1 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Slice and Dice deals 4 damage to each creature.
Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)
When you cycle this card, you may have it deal 1 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Spray {R}

Instant

Spark Spray deals 1 damage to any target.
Cycling {R} ({R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Spray {R}

Instant

Spark Spray deals 1 damage to any target.
Cycling {R} ({R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Spray {R}

Instant

Spark Spray deals 1 damage to any target.
Cycling {R} ({R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Spray {R}

Instant

Spark Spray deals 1 damage to any target.
Cycling {R} ({R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starstorm {X}{R}{R}

Instant

Starstorm deals X damage to each creature.
Cycling {3} ({3}, Discard this card: Draw a card.)

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

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Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Moon {2}{R}

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{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]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{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]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gilded Light {1}{W}

Instant

You gain shroud until end of turn. (You can't be the target of spells or abilities.)
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Scour {2}{W}{W}

Instant

Exile target enchantment. Search its controller's graveyard, hand, and library for all cards with the same name as that enchantment and exile them. Then that player shuffles.

[sideboard]

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]

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Tormod's Crypt {0}

Artifact

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

[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

Wing Shards {1}{W}{W}

Instant

Target player sacrifices an attacking creature of their choice. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

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