Earthquake ⓍⓇ

Sorcery

Earthquake deals X damage to each creature without flying and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Karplusan Forest

Land

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

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Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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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

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

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Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Druids {1}{G}

Enchantment

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Protective Sphere {2}{W}

Enchantment

{1}, Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. (Colorless mana prevents no damage.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 damage to each creature.

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Rishadan Port

Land

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

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Land

{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone Rain (2)(R)

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terravore (1)(G)(G)

Creature -- Lhurgoyf

Trample
Terravore's power and toughness are each equal to the number of land cards in all graveyards.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thermokarst {1}{G}{G}

Sorcery

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treetop Village

Land

This land enters tapped.
{T}: Add {G}.
{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.)

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Playtest cards - Alexander_Schulz - Premodern v3 Group 9BC398 (Blastoderm, Pyroclasm) (Pre sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

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Winter's Grasp {1}{G}{G}

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter's Grasp {1}{G}{G}

Sorcery

Destroy target land.

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Sorcery

Destroy target land.

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Playtest cards - Alexander_Schulz - Premodern v3 Group 9BC398 (Blastoderm, Pyroclasm) (Pre sheet 7/10 - 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.

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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Call of the Herd (2)(G)

Sorcery

Create a 3/3 green Elephant creature token.
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Gibbons (G)

Enchantment

When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

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Destroy target artifact or enchantment.

[sideboard]

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.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Pyroclasm deals 2 damage to each creature.

[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

Zuran Orb 0

Artifact

Sacrifice a land: You gain 2 life.

[sideboard]

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