Awesome Presence (U)

Enchantment -- Aura

Enchant creature
Enchanted creature can't be blocked unless defending player pays {3} for each creature they control that's blocking it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awesome Presence (U)

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Awesome Presence (U)

Enchantment -- Aura

Enchant creature
Enchanted creature can't be blocked unless defending player pays {3} for each creature they control that's blocking it.

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

Cephalid Constable (1)(U)(U)

Creature -- Octopus Wizard

Whenever this creature deals combat damage to a player, return up to that many target permanents that player controls to their owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cephalid Constable (1)(U)(U)

Creature -- Octopus Wizard

Whenever this creature deals combat damage to a player, return up to that many target permanents that player controls to their owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kats, Guus - Premodern (Bolt the Bird Regular 15 November) 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.

Cephalid Constable {1}{U}{U}

Creature -- Octopus Wizard

Whenever this creature deals combat damage to a player, return up to that many target permanents that player controls to their owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cephalid Constable {1}{U}{U}

Creature -- Octopus Wizard

Whenever this creature deals combat damage to a player, return up to that many target permanents that player controls to their owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Grand Coliseum

Land

This land enters tapped.
{T}: Add {C}.
{T}: Add one mana of any color. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Coliseum

Land

This land enters tapped.
{T}: Add {C}.
{T}: Add one mana of any color. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {C}.
{T}: Add one mana of any color. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hoodwink (1)(U)

Instant

Return target artifact, enchantment, or land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hoodwink (1)(U)

Instant

Return target artifact, enchantment, or land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kats, Guus - Premodern (Bolt the Bird Regular 15 November) 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.

Hoodwink {1}{U}

Instant

Return target artifact, enchantment, or land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hoodwink {1}{U}

Instant

Return target artifact, enchantment, or land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice Cave {3}{U}{U}

Enchantment

Whenever a player casts a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (Mana cost includes color.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice Cave {3}{U}{U}

Enchantment

Whenever a player casts a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (Mana cost includes color.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice Cave {3}{U}{U}

Enchantment

Whenever a player casts a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (Mana cost includes color.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Breach {2}{U}

Enchantment

Whenever a player casts a spell, that player returns a land they control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Breach {2}{U}

Enchantment

Whenever a player casts a spell, that player returns a land they control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kats, Guus - Premodern (Bolt the Bird Regular 15 November) 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.

Mana Breach {2}{U}

Enchantment

Whenever a player casts a spell, that player returns a land they control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Breach {2}{U}

Enchantment

Whenever a player casts a spell, that player returns a land they control to its owner's hand.

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.

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kats, Guus - Premodern (Bolt the Bird Regular 15 November) 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.

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sapphire Medallion (2)

Artifact

Blue spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

Blue spells you cast cost {1} less to cast.

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Sapphire Medallion (2)

Artifact

Blue spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

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Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Adept {1}{U}{U}

Creature -- Human Wizard

{U}{U}{U}, {T}: Return target permanent to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Adept {1}{U}{U}

Creature -- Human Wizard

{U}{U}{U}, {T}: Return target permanent to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Adept {1}{U}{U}

Creature -- Human Wizard

{U}{U}{U}, {T}: Return target permanent to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feldon's Cane {1}

Artifact

{T}, Exile this artifact: Shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kats, Guus - Premodern (Bolt the Bird Regular 15 November) 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.

Feldon's Cane {1}

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{T}, Exile this artifact: Shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feldon's Cane {1}

Artifact

{T}, Exile this artifact: Shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootwater Thief {1}{U}

Creature -- Merfolk Rogue

{U}: This creature gains flying until end of turn.
Whenever this creature deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and exile it, then the player shuffles.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootwater Thief {1}{U}

Creature -- Merfolk Rogue

{U}: This creature gains flying until end of turn.
Whenever this creature deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and exile it, then the player shuffles.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk Rogue

{U}: This creature gains flying until end of turn.
Whenever this creature deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and exile it, then the player shuffles.

[sideboard]

1/2

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

Playtest cards - Kats, Guus - Premodern (Bolt the Bird Regular 15 November) 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.

Tormod's Crypt 0

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

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

[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.