## Brushland

Land

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

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.

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.

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.

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

## 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


## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Hall, Bradley - Premodern v3 Group 7AB8AE (Thermokarst, Winter's Grasp) (** 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.

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

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.
{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.
{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.
{T}: Add one mana of any color.

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



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.

## 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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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


## 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




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.

## 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

## 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.

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.

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

## Swords to Plowshares (W)

Instant

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

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.

## Swords to Plowshares (W)

Instant

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

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

## 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.

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.

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.

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

## 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

## 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

## 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

**Playtest cards - Hall, Bradley - Premodern v3 Group 7AB8AE (Thermokarst, Winter's Grasp) (** 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.

## 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

## 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


## 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

## 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

## 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


## 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.)

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.)

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.)

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.)

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.

## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

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

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.

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.

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.

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.

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Aura of Silence {1}{W}{W}

Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.
Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cataclysm {2}{W}{W}

Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cataclysm {2}{W}{W}

Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cataclysm {2}{W}{W}

Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

[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.

**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

**Compost** {1}{G}

Enchantment

Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Crumble** {G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cursed Totem** {2}

Artifact

Activated abilities of creatures can't be activated.

[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

**Glowrider** {2}{W}

Creature -- Human Cleric

Noncreature spells cost {1} more to cast.

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Glowrider** {2}{W}

Creature -- Human Cleric

Noncreature spells cost {1} more to cast.

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Glowrider** {2}{W}

Creature -- Human Cleric

Noncreature spells cost {1} more to cast.

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Hall, Bradley - Premodern v3 Group 7AB8AE (Thermokarst, Winter's Grasp) (** 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.

## Glowrider {2}{W}

Creature -- Human Cleric

Noncreature spells cost {1} more to cast.

[sideboard]

**2/1**

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

## Tranquil Domain {1}{G}

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Hall, Bradley - Premodern v3 Group 7AB8AE (Thermokarst, Winter's Grasp) (** sheet 10/10 - 3 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.