

2GG

If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.

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③ ④ W

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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.)

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Whenever this land becomes tapped,  
it deals 1 damage to you.  
{T}: Add one mana of any color.

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| <div>City of Traitors</div> <div>Land</div> <div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>City of Traitors</div> <div>Land</div> <div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Exalted Angel</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>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.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   | <div>Gaea's Blessing</div> <div>Sorcery</div> <div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaea's Blessing</div> <div>Sorcery</div> <div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Kor Haven</div><div>Legendary Land</div><div><p>{T}: Add {C}.</p><p>{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Naturalize</div><div>Instant</div><div><p>Destroy target artifact or enchantment.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Rith's Grove</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {R}, {G}, or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Rith's Grove</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {R}, {G}, or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rith's Grove</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {R}, {G}, or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seal of Cleansing</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Secluded Steppe</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}.<br/>Cycling {W} ({W}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |

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| <div><div><div>Secluded Steppe</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}.<br/>Cycling {W} ({W}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   |
| <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Sylvan Library</div><div>Enchantment</div><div>At the beginning of your draw step,<br/>you may draw two additional cards.<br/>If you do, choose two cards in your<br/>hand drawn this turn. For each of<br/>those cards, pay 4 life or put the<br/>card on top of your library.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sylvan Library</div><div>Enchantment</div><div>At the beginning of your draw step,<br/>you may draw two additional cards.<br/>If you do, choose two cards in your<br/>hand drawn this turn. For each of<br/>those cards, pay 4 life or put the<br/>card on top of your library.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sylvan Library</div><div>Enchantment</div><div>At the beginning of your draw step,<br/>you may draw two additional cards.<br/>If you do, choose two cards in your<br/>hand drawn this turn. For each of<br/>those cards, pay 4 life or put the<br/>card on top of your library.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sylvan Library</div><div><div>1</div><div>G</div><div>G</div></div><div>Enchantment</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                       | <div><div>Tranquil Thicket</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>Cycling {G} ({G}, Discard this card: Draw a card.)</div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div>Treetop Village</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                         |

## Wasteland

Land

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

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## Waste land

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Waste land

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weathered Wayfarer

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

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## Weathered Wayfarer

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Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

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Creature -- Human Nomad Cleric

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1/1

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## Weathered Wayfarer

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

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## 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.

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Zuran Orb</div><div>Artifact</div><div>Sacrifice a land: You gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                |
| <div><div><div>Abeyance</div><div>Instant</div><div>Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.<br/>Draw a card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abeyance</div><div>Instant</div><div>Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.<br/>Draw a card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Cataclysm</div><div><div>2</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hidden Gibbons</div><div><div>6</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hidden Gibbons</div><div><div>6</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hidden Gibbons</div><div><div>6</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pyroblast</div><div><div>1</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |

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| <div> <div>Pyroclasm</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Red Elemental Blast</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div> <div>* Counter target blue spell.</div> <div>* Destroy target blue permanent.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - bparis15 - Premodern (Premodern Challenge 32 - Contraption)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each