

① W

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.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add
{W}{B}.
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Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Add one
mana of any color.
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Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Add one
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Archaeological Dig Land {T}: Add {C}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archaeological Dig Land {T}: Add {C}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balancing Act Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balancing Act Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Balancing Act Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Wish Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Wish Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Wish Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Burning Wish 1 R Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback-- 1 U , Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deep Analysis 3 U Sorcery Target player draws two cards. Flashback-- 1 U , Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dwarven Ruins Land This land enters tapped. T : Add R . T , Sacrifice this land: Add R R . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gamble R Sorcery Search your library for a card, put that card into your hand, discard a card at random, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gamble R Sorcery Search your library for a card, put that card into your hand, discard a card at random, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Crevice Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geothermal Crevice Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geothermal Crevice Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geothermal Crevice Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grizzly Fate Sorcery Create two 2/2 green Bear creature tokens. Threshold -- Create four 2/2 green Bear creature tokens instead if there are seven or more cards in your graveyard. Flashback {5}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intuition Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lion's Eye Diamond Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lion's Eye Diamond Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ravaged Highlands Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recoup Sorcery Target sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (Mana cost includes color.) Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roar of the Wurm Sorcery Create a 6/6 green Wurm 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 PLAYbotbox.dev	Roar of the Wurm Sorcery Create a 6/6 green Wurm 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 PLAYbotbox.dev

Roar of the Wurm 66 Sorcery Create a 6/6 green Wurm 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 PLAYbotbox.dev	Roar of the Wurm 66 Sorcery Create a 6/6 green Wurm 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 PLAYbotbox.dev	Ruins of Trokair Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruins of Trokair Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ruins of Trokair Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruins of Trokair Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Svyelunite Temple Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Balancing Act 2WW Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breakthrough XU Sorcery Draw four cards, then choose X cards in your hand and discard the rest. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Vapor U Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Vapor U Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chain of Vapor U Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grizzly Fate 3GG Sorcery Create two 2/2 green Bear creature tokens. Threshold -- Create four 2/2 green Bear creature tokens instead if there are seven or more cards in your graveyard. Flashback {5}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overmaster R Sorcery The next instant or sorcery spell you cast this turn can't be countered. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares

Instant

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

[sideboard]

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[sideboard]

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

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Playtest cards - elpariah - Premodern (Premodern Challenge 32 - Contraption)

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.