

① ② ③

Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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3/4

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③ ④ W

Destroy all lands.

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3 W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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

② ⑥

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Cataclysm 2WW Sorcery Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darigaaz's Caldera Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {B}, {R}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darigaaz's Caldera Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {B}, {R}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disenchant 1W Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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Mox Diamond 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 PLAYbotbox.dev	Mox Diamond 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 PLAYbotbox.dev	Mox Diamond 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 PLAYbotbox.dev	Mox Diamond 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 PLAYbotbox.dev

① ②

Destroy target artifact or enchantment.

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G

Shroud (This creature can't be the target of spells or abilities.)
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

Ⓒ

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1/1

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Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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$$(\{T\}: \text{Add } \{W\}.)$$

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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	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Library 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 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 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 1GG 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 1GG 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 1GG 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 1GG 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
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	Vindicate 1WB Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vindicate 1 W B Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vindicate 1 W B Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vindicate 1 W B Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Aura of Silence 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 PLAYbotbox.dev	Circle of Protection: Red 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 PLAYbotbox.dev	Cursed Totem Artifact Activated abilities of creatures can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursed Totem Artifact Activated abilities of creatures can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - SenorLarson - Premodern (Premodern Challenge 32 - Contraption) 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.

Sphere of Law 3 W Enchantment If a red source would deal damage to you, prevent 2 of that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphere of Resistance 2 Artifact Spells cost {1} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmth 1 W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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