Barkhide Mauler {4}{G}

Creature -- Beast

Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barkhide Mauler {4}{G}

Creature -- Beast

Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barkhide Mauler {4}{G}

Creature -- Beast

Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barkhide Mauler {4}{G}

Creature -- Beast

Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - joostp - Premodern (Premodern Challenge 32) 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.

Bloated Toad 2G

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Toad 2G

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Toad 2G

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Toad 2G

Creature -- Frog

Protection from blue
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwatch Elves 2G

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwatch Elves 2G

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwatch Elves 2G

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwatch Elves 2G

Creature -- Elf

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

2/2

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.

Disciple of Grace {1}{W}

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Grace {1}{W}

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Grace {1}{W}

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Grace {1}{W}

Creature -- Human Cleric

Protection from black
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Malice {1}{B}

Creature -- Human Cleric

Protection from white
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Malice {1}{B}

Creature -- Human Cleric

Protection from white
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Malice {1}{B}

Creature -- Human Cleric

Protection from white
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Malice {1}{B}

Creature -- Human Cleric

Protection from white
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - joostp - Premodern (Premodern Challenge 32) 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.

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drifting Meadow

Land

This land enters tapped.
{T}: Add {W}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dromar's Cavern

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {W}, {U}, or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunting Misery {1}{B}{B}

Sorcery

As an additional cost to cast this spell, exile X creature cards from your graveyard.
Haunting Misery deals X damage to target player or planeswalker.

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.

Keeneye Aven (3)(U)

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven (3)(U)

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven (3)(U)

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeneye Aven (3)(U)

Creature -- Bird Soldier

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation (1)(U)

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake (3)(U)

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake (3)(U)

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

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.

Pendrell Drake (3)(U)

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendrell Drake (3)(U)

Creature -- Drake

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primoc Escapee (6)(U)

Creature -- Bird Beast

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primoc Escapee (6)(U)

Creature -- Bird Beast

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - joostp - Premodern (Premodern Challenge 32) sheet 6/10 - 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.

Primoc Escapee {6}{U}

Creature -- Bird Beast

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primoc Escapee {6}{U}

Creature -- Bird Beast

Flying
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remote Isle

Land

This land enters tapped.
{T}: Add {U}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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.

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Karst

Land

This land enters tapped.
{T}: Add {G}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Crater

Land

This land enters tapped.
{T}: Add {R}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

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

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 PLAY botbox.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 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.

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 PLAY botbox.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 PLAY botbox.dev

Living Death {3}{B}{B}

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Death {3}{B}{B}

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Death {3}{B}{B}

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Null Rod {2}

Artifact

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Null Rod {2}

Artifact

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapid Decay {1}{B}

Instant

Exile up to three target cards from a single graveyard.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - joostp - Premodern (Premodern Challenge 32) 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.

Rapid Decay {1}{B}

Instant

Exile up to three target cards from a single graveyard.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapid Decay {1}{B}

Instant

Exile up to three target cards from a single graveyard.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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.