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| <div><div>Call of the Herd</div><div>26</div></div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Call of the Herd</div><div>26</div></div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Call of the Herd</div><div>26</div></div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   |
| <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div><div>Karplusan Forest</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div><div>Karplusan Forest</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Karplusan Forest</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.                                                                                                                      | <b>Karplusan Forest</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.                                                                                                                      | <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn. | <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.                |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                     |
| <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn. | <b>Mishra's Factory</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn. | <b>Mountain</b><br><hr/> Basic Land -- Mountain<br><hr/> ({T}: Add {R}.)                                                                                                                                                                   | <b>Mox Diamond</b> ⑨<br><hr/> Artifact<br><hr/> 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.<br>{T}: Add one mana of any color. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                     |

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| <div><div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                      |
| <div><div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                      | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Oath of Druids</div><div><div>1</div><div>G</div></div></div><div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Rishadan Port</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Rishadan Port</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Rishadan Port</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Rishadan Port</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      |



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| <div> <div> <b>Terravore</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Trample</div> <div>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div> </div> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Thermokarst</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy target land. If that land was a snow land, you gain 1 life.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                              | <div> <div> <b>Thermokarst</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy target land. If that land was a snow land, you gain 1 life.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                              | <div> <div> <b>Thermokarst</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy target land. If that land was a snow land, you gain 1 life.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                              |
| <div> <div> <b>Thermokarst</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy target land. If that land was a snow land, you gain 1 life.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                     | <div> <div> <b>Treetop Village</b> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {G}.</div> <div>{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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Treetop Village</b> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {G}.</div> <div>{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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Treetop Village</b> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {G}.</div> <div>{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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - Saviall - Unknown format (Contraption League)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Treetop Village</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {G}.</p><p>{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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target nonbasic land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target nonbasic land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target nonbasic land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Wasteland</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target nonbasic land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Winter's Grasp1GG</div><div>Sorcery</div><div><p>Destroy target land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Winter's Grasp1GG</div><div>Sorcery</div><div><p>Destroy target land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Winter's Grasp1GG</div><div>Sorcery</div><div><p>Destroy target land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Carpet of Flowers</div> <div>Enchantment</div> <div>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Carpet of Flowers</div> <div>Enchantment</div> <div>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crumble</div> <div>Instant</div> <div>Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div>Crumble</div> <div>Instant</div> <div>Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |



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Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Sacrifice a Beast: You gain 4 life.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Sacrifice a Beast: You gain 4 life.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Sacrifice a Beast: You gain 4 life.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Sacrifice a Beast: You gain 4 life.

[sideboard]

4/4

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Tormod's Crypt</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 PLAYbotbox.dev</div></div> | <div><div><div>Tormod's Crypt</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 PLAYbotbox.dev</div></div> | <div><div><div>Zuran Orb</div><div>Artifact</div><div>Sacrifice a land: You gain 2 life.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - Saviall - Unknown format (Contraption League)

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