

Accumulated Knowledge (1)(U) Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accumulated Knowledge (1)(U) Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accumulated Knowledge (1)(U) Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accumulated Knowledge (1)(U) Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brain Freeze (1)(U) Instant Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze (1)(U) Instant Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze (1)(U) Instant Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze (1)(U) Instant Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cloud of Faeries 1 U Creature -- Faerie Flying When this creature enters, untap up to two lands. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloud of Faeries 1 U Creature -- Faerie Flying When this creature enters, untap up to two lands. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloud of Faeries 1 U Creature -- Faerie Flying When this creature enters, untap up to two lands. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Frantic Search 2 U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search 2 U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search 2 U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Frantic Search ②① Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helm of Awakening ② Artifact Spells cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helm of Awakening ② Artifact Spells cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helm of Awakening ② Artifact Spells cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Helm of Awakening ② Artifact Spells cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intuition ②① 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 PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lotus Vale Land If this land would enter, sacrifice two untapped lands instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meditate Instant Draw four cards. You skip your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meditate Instant Draw four cards. You skip your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meditate Instant Draw four cards. You skip your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Meditate Instant Draw four cards. You skip your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merchant Scroll Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merchant Scroll Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merchant Scroll Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Merchant Scroll ①② Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sapphire Medallion ② Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sapphire Medallion ② Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sapphire Medallion ② Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sapphire Medallion ② Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sleight of Hand ② Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sleight of Hand ② Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sleight of Hand ② Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Words of Wisdom 1 U Instant You draw two cards, then each other player draws a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Annu'l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu'l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu'l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Denial 1 U Instant Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Denial 1 U Instant Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Denial 1 U Instant Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hurkyl's Recall 1 U Instant Return all artifacts target player owns to their hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard]	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard]	Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard]	
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Playtest cards - Droks - 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