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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Armageddon</div><div><div>3</div><div>W</div></div></div><div><div>Sorcery</div><div>Destroy all lands.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>               | <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                           | <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                           | <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                           |
| <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Call of the Herd</div><div><div>2</div><div>G</div></div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Call of the Herd</div><div><div>2</div><div>G</div></div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Call of the Herd</div><div><div>2</div><div>G</div></div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

2 G

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 W W

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 PLAY botbox.dev

② ① ②

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 PLAY botbox.dev

② W W

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 PLAY botbox.dev

② W W

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 PLAY botbox.dev

④ W W

Flying  
Whenever this creature deals damage,  
you gain that much life.  
Morph {2}{W}{W} (You may cast this  
card face down as a 2/2 creature for  
{3}. Turn it face up any time for  
its morph cost.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤ ⑥

Flying  
Whenever this creature deals damage,  
you gain that much life.  
Morph {2}{W}{W} (You may cast this  
card face down as a 2/2 creature for  
{3}. Turn it face up any time for  
its morph cost.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div>Mishra's Factory</div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Mishra's Factory</div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             |
| <div>Mishra's Factory</div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Factory</div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## ①

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 PLAY botbox.dev

## 0

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 PLAY botbox.dev

① ⑥

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         | <div>Riftstone Portal</div> <div>Land</div> <div>{T}: Add {C}.<br/>As long as this card is in your graveyard, lands you control have "{T}: Add {G} or {W}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Swords to Plowshares</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swords to Plowshares</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swords to Plowshares</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swords to Plowshares</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Terravore</div><div>①⑥⑥</div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |

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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>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>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>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>                                                                                                                                                                     |

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |
| <div><div>Armageddon</div><div>Sorcery</div><div>Destroy all lands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



① W W

Artifact and enchantment spells your opponents cast cost {2} more to cast.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Target player shuffles up to two target cards from their graveyard into their library.

Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target enchantment.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target enchantment.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ⑨

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

|                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                           |  |
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| <div><div><div>Warmth</div><div>1W</div></div><div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Warmth</div><div>1W</div></div><div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Zuran Orb</div><div>0</div></div><div><div>Artifact</div><div>Sacrifice a land: You gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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