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| <div> <div> Armageddon <div> <div>3</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Destroy all lands.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                        | <div> <div> Armageddon <div> <div>3</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Destroy all lands.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                        | <div> <div> Armageddon <div> <div>3</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Destroy all lands.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                        | <div> <div> Birds of Paradise <div> <div>6</div> </div> </div> <div>Creature -- Bird</div> <div>Flying<br/>{T}: Add one mana of any color.</div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                  |
| <div> <div> Birds of Paradise <div> <div>6</div> </div> </div> <div>Creature -- Bird</div> <div>Flying<br/>{T}: Add one mana of any color.</div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Birds of Paradise <div> <div>6</div> </div> </div> <div>Creature -- Bird</div> <div>Flying<br/>{T}: Add one mana of any color.</div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Birds of Paradise <div> <div>6</div> </div> </div> <div>Creature -- Bird</div> <div>Flying<br/>{T}: Add one mana of any color.</div> <div> <div>0/1</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>2</div> <div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>Call of the Herd</div> <div> <div>2</div> <div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Call of the Herd</div> <div> <div>2</div> <div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>City of Brass</div> </div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>City of Brass</div> </div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</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>Gemstone Mine</div> </div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## 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 PLAY botbox.dev

## Land

This land enters with three mining counters on it.  
{}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

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W U

Creature -- Human Wizard

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## WU

Creature -- Human Wizard

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Creature -- Human Wizard

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Creature -- Human Wizard

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ⑨

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 PLAY botbox.dev

①

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.

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |
| <div><div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div><div>Secluded Steppe</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}.<br/>Cycling {W} ({W}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Swords to Plowshares</div><div>W</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>                                                                                                                                        | <div><div>Swords to Plowshares</div><div>W</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>                                                                                                                                        | <div><div>Swords to Plowshares</div><div>W</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>                                                                                       | <div><div>Sylvan Library</div><div>1G</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>1G</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>1G</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 Safekeeper</div><div>G</div><div>Creature -- Human Wizard</div><div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Terravore</div><div>1GG</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 |

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| <b>Terravore</b> 1GG<br>Creature -- Lhurgoyf<br>Trample<br>Terravore's power and toughness are each equal to the number of land cards in all graveyards.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Terravore</b> 1GG<br>Creature -- Lhurgoyf<br>Trample<br>Terravore's power and toughness are each equal to the number of land cards in all graveyards.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Terravore</b> 1GG<br>Creature -- Lhurgoyf<br>Trample<br>Terravore's power and toughness are each equal to the number of land cards in all graveyards.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tranquil Thicket</b><br>Land<br>This land enters tapped.<br>{T}: Add {G}.<br>Cycling {G} ({G}, Discard this card: Draw a card.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Treva's Ruins</b><br>Land -- Lair<br>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br>{T}: Add {G}, {W}, or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Treva's Ruins</b><br>Land -- Lair<br>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br>{T}: Add {G}, {W}, or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vindicate</b> 1WB<br>Sorcery<br>Destroy target permanent.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                            | <b>Vindicate</b> 1WB<br>Sorcery<br>Destroy target permanent.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                       |

Playtest cards - SteracOdPonorky - 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

① W B

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy  
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy  
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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>Chill1U</div><div>Enchantment</div><div>Red spells cost {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Chill1U</div><div>Enchantment</div><div>Red spells cost {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Compost1G</div><div>Enchantment</div><div>Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Crumble6</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> |



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| <div><div><div>Earthquake</div><div><div>X</div><div>R</div></div></div><div>Sorcery</div><div>Earthquake deals X damage to each creature without flying and each player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Engineered Plague</div><div><div>2</div><div>B</div></div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Engineered Plague</div><div><div>2</div><div>B</div></div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Engineered Plague</div><div><div>2</div><div>B</div></div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div><div>Heroes' Reunion</div><div><div>G</div><div>W</div></div></div><div>Instant</div><div>Target player gains 7 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Heroes' Reunion</div><div><div>G</div><div>W</div></div></div><div>Instant</div><div>Target player gains 7 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div><div>Naturalize</div><div><div>1</div><div>G</div></div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Ray of Revelation</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Ray of Revelation<div><div>1W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Tormod's Crypt<div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Zuran Orb<div><div>0</div></div><div>Artifact</div><div>Sacrifice a land: You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
|                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                           |                                                                                                                                                                                                          |  |