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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Karplusan Forest</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><div>Karplusan Forest</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><div>Karplusan Forest</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><div>Karplusan Forest</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><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

Land

{T}: Add {C}.  
{1}: This land becomes a 2/2  
Assembly-Worker artifact creature  
until end of turn. It's still a  
land.  
{T}: Target Assembly-Worker creature  
gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Factory

Land

{T}: Add {C}.  
{1}: This land becomes a 2/2  
Assembly-Worker artifact creature  
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{T}: Target Assembly-Worker creature  
gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Factory

Land

{T}: Add {C}.  
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.  
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

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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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

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 ② G

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 ⑥

Destroy target artifact or enchantment.

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.

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① ②

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</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>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rishadan Port</div></div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         | <div><div><div>Rishadan Port</div></div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         |
| <div><div><div>Rishadan Port</div></div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div><div>Rishadan Port</div></div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div><div>Sphere of Resistance</div><div>2</div></div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sphere of Resistance</div><div>2</div></div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Sphere of Resistance2</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Sphere of Resistance2</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Sylvan Library16</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 Library16</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 Library16</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>Terravore166</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> | <div><div>Terravore166</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>                                                                                 | <div><div>Terravore166</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>                                                                                 |

①GG

Trample  
Terravore's power and toughness are  
each equal to the number of land  
cards in all graveyards.



PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {G}.  
{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {G}.  
{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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>Call of the Herd26</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd26</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Calming Verse36</div> <div>Sorcery</div> <div>Destroy all enchantments you don't control. Then if you control an untapped land, destroy all enchantments you control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Calming Verse36</div> <div>Sorcery</div> <div>Destroy all enchantments you don't control. Then if you control an untapped land, destroy all enchantments you control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① ②

Destroy target artifact or enchantment.

[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.
```

[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.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                            |                                                                                                                                                                            |                                                                                                                                                                            |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Zuran Orb</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>Zuran Orb</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>Zuran Orb</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> |
|                                                                                                                                                                            |                                                                                                                                                                            |                                                                                                                                                                            |

## Playtest cards - Ark4n - 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