

**Playtest cards - fishduggery - Unknown format (Contraction League)** sheet 1/10 - 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.

**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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**B**

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## Land

Whenever this land becomes tapped,  
it deals 1 damage to you.  
{T}: Add one mana of any color.

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{T}: Add one mana of any color.

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**(B)**

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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②

⑥

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

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2/2

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| <div> <div>Elvish Spirit Guide</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Spirit</div> <div>Exile this card from your hand: Add {G}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                            | <div> <div>Gemstone Mine</div> <div>Land</div> </div> <div> <div>This land enters with three mining counters on it.</div> <div>{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> </div>                                                       | <div> <div>Gemstone Mine</div> <div>Land</div> </div> <div> <div>This land enters with three mining counters on it.</div> <div>{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> </div>                                                       | <div> <div>Gemstone Mine</div> <div>Land</div> </div> <div> <div>This land enters with three mining counters on it.</div> <div>{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> </div>                                                       |
| <div> <div>Gemstone Mine</div> <div>Land</div> </div> <div> <div>This land enters with three mining counters on it.</div> <div>{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> </div> | <div> <div>Hermit Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div>{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Hermit Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div>{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Hermit Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div>{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Hermit Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div> {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karmic Guide</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel Spirit</div> <div> Flying, protection from black<br/> Echo {3}{W}{W} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/> When this creature enters, return target creature card from your graveyard to the battlefield. </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Krosan Reclamation</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> Target player shuffles up to two target cards from their graveyard into their library.<br/> Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Llanowar Wastes</div> </div> <div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {B} or {G}. This land deals 1 damage to you. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                    |
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| <div> <b>Palinchron</b> <span>(5)(U)(U)</span> </div> <div>           Creature -- Illusion         </div> <div> <p>Flying</p> <p>When this creature enters, untap up to seven lands.</p> <p>{2}{U}{U}: Return this creature to its owner's hand.</p> </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Phyrexian Devourer</b> <span>(6)</span> </div> <div>           Artifact Creature -- Phyrexian Construct         </div> <div> <p>When this creature's power is 7 or greater, sacrifice it.</p> <p>Exile the top card of your library:</p> <p>Put X +1/+1 counters on this creature, where X is the exiled card's mana value.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Psychatog</b> <span>(1)(U)(B)</span> </div> <div>           Creature -- Atog         </div> <div> <p>Discard a card: This creature gets +1/+1 until end of turn.</p> <p>Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Reflecting Pool</b> </div> <div>           Land         </div> <div> <p>{T}: Add one mana of any type that a land you control could produce.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                             |
| <div> <b>Reflecting Pool</b> </div> <div>           Land         </div> <div> <p>{T}: Add one mana of any type that a land you control could produce.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                        | <div> <b>Reflecting Pool</b> </div> <div>           Land         </div> <div> <p>{T}: Add one mana of any type that a land you control could produce.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                            | <div> <b>Squee, Goblin Nabob</b> <span>(2)(R)</span> </div> <div>           Legendary Creature -- Goblin         </div> <div> <p>At the beginning of your upkeep, you may return this card from your graveyard to your hand.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                      | <div> <b>Survival of the Fittest</b> <span>(1)(G)</span> </div> <div>           Enchantment         </div> <div> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

## Survival of the Fittest ①⑥

## Enchantment

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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## Survival of the Fittest ①⑥

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## Treva's Ruins

Land - - Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.  
{T}: Add {G}, {W}, or {U}.

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## Triskelion

⑥

Artifact Creature -- Construct

This creature enters with three +1/+1 counters on it.  
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

1/1

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## Underground River

Land

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
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## Undiscovered Paradise

Land

{T}: Add one mana of any color.  
During your next untap step, as you  
untap your permanents, return this  
land to its owner's hand.

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## Unearth

**B**

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.  
Cycling {2} ({2}, Discard this card: Draw a card.)

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**B**

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Draw a card.)

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① ② ③

As long as the top card of your graveyard is a creature card, this creature has the full text of that card and has the text "{2}: Discard a card." (This creature has that card's name, mana cost, color, types, abilities, power, and toughness.)  
{2}: Discard a card.

0/1

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① U U

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{2}: Discard a card.

0/1

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① ②

Defender  
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

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① ⑥

Defender  
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Defender  
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

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| <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                  | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                  | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                    | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { U } . This land deals 1 damage to you . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                    |
| <div> <div> <div>Auramancer</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> When this creature enters, you may return target enchantment card from your graveyard to your hand . </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Crumble</div> <div> <div>6</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card . </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card . </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghitu Slinger</div><div>Creature -- Human Nomad</div><div>Echo {2}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br/>When this creature enters, it deals 2 damage to any target.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monk Realist</div><div>Creature -- Human Monk Cleric</div><div>When this creature enters, destroy target enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div>Naturalize</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>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Ray of Revelation</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> Uktabi Orangutan <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Ape</div> <div> When this creature enters, destroy target artifact. <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Xantid Swarm <div> <div>6</div> </div> </div> <div> <div>Creature -- Insect</div> <div> Flying Whenever this creature attacks, defending player can't cast spells this turn. <div>[sideboard]</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Xantid Swarm <div> <div>6</div> </div> </div> <div> <div>Creature -- Insect</div> <div> Flying Whenever this creature attacks, defending player can't cast spells this turn. <div>[sideboard]</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - fishduggery - Unknown format (Contraption League)

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each