

Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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② ⑥

Sorcery

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.)

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2 G

Sorcery

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

Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

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City of Brass

Land

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

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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 PLAY botbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest $\{T\}$: Add $\{G\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest $\{T\}$: Add $\{G\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gemstone Mine 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	Gemstone Mine 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	Gemstone Mine 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	Krosan Reclamation 1 G Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Diamond ⑥ 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	Mox Diamond ⑥ 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	Mox Diamond ⑥ 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	Mox Diamond ⑥ 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
Oath of Druids ①⑥ Enchantment 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	Oath of Druids ①⑥ Enchantment 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	Oath of Druids ①⑥ Enchantment 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	Oath of Druids ①⑥ Enchantment 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

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quiet Speculation1U Sorcery Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quiet Speculation1U Sorcery Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ray of Revelation1W Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land -- Lair

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

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6 G

Sorcery

Create a 6/6 green Wurm 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

① ② W

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Exile target creature. Its controller gains life equal to its power.

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Exile target creature. Its controller gains life equal to its power.

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① ② G

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library 1 G Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Library 1 G Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terravore 1 G G Creature -- Lhurgoyf 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	Terravore 1 G G Creature -- Lhurgoyf 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
Terravore 1 G G Creature -- Lhurgoyf 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	Terravore 1 G G Creature -- Lhurgoyf 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	Treetop Village 1 G G Land 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	Treetop Village 1 G G Land 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

Treetop Village Land 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 PLAYbotbox.dev	Treetop Village Land 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 PLAYbotbox.dev	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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Spray Sorcery Volcanic Spray deals 1 damage to each creature without flying and each player. Flashback {1}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Enchantment

At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.

[sideboard]

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① ⑥

Enchantment

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

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[sidebar]
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WU

Creature -- Human Wizard

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

[sidebar]

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.

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[sideboard]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

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

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

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

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[sidebar]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

[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

③ ④ W

If a red source would deal damage to you, prevent 2 of that damage.

[sidebar]

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

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.

① R

Volcanic Spray deals 1 damage to each creature without flying and each player.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever an opponent casts a red spell, you gain 2 life.

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©

Sacrifice a land: You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev