

Albino Troll ①⑥ Creature -- Troll Echo {1}{G} (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.) {1}{G}: Regenerate this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Albino Troll ①⑥ Creature -- Troll Echo {1}{G} (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.) {1}{G}: Regenerate this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Albino Troll ①⑥ Creature -- Troll Echo {1}{G} (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.) {1}{G}: Regenerate this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Albino Troll ①⑥ Creature -- Troll Echo {1}{G} (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.) {1}{G}: Regenerate this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Call of the Herd ②⑥ 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	Call of the Herd ②⑥ 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	Call of the Herd ②⑥ 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	Call of the Herd ②⑥ 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

Cursed Scroll Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Scroll Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Scroll Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Scroll Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. 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	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

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Legendary Land

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Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue Elephant Creature -- Elephant When this creature enters, sacrifice it unless you sacrifice a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue Elephant Creature -- Elephant When this creature enters, sacrifice it unless you sacrifice a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue Elephant Creature -- Elephant When this creature enters, sacrifice it unless you sacrifice a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JohnnyHotSauce - Premodern (Premodern 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 5/10 - 8 cards - 2.5 x 3.5 in each

Seal of Strength Enchantment Sacrifice this enchantment: Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Strength Enchantment Sacrifice this enchantment: Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Strength Enchantment Sacrifice this enchantment: Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Strength Enchantment Sacrifice this enchantment: Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Skyshroud Elite Creature -- Elf This creature gets +1/+2 as long as an opponent controls a nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyshroud Elite Creature -- Elf This creature gets +1/+2 as long as an opponent controls a nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyshroud Elite Creature -- Elf This creature gets +1/+2 as long as an opponent controls a nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyshroud Elite Creature -- Elf This creature gets +1/+2 as long as an opponent controls a nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tangle Wire 3 Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Wire 3 Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Wire 3 Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Wire 3 Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. 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	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	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

Vine Dryad 3 6 Creature -- Dryad You may exile a green card from your hand rather than pay this spell's mana cost. Flash Forestwalk (This creature can't be blocked as long as defending player controls a Forest.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Dryad 3 6 Creature -- Dryad You may exile a green card from your hand rather than pay this spell's mana cost. Flash Forestwalk (This creature can't be blocked as long as defending player controls a Forest.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Dryad 3 6 Creature -- Dryad You may exile a green card from your hand rather than pay this spell's mana cost. Flash Forestwalk (This creature can't be blocked as long as defending player controls a Forest.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Dryad 3 6 Creature -- Dryad You may exile a green card from your hand rather than pay this spell's mana cost. Flash Forestwalk (This creature can't be blocked as long as defending player controls a Forest.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Compost 1 6 Enchantment 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	Compost 1 6 Enchantment 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	Crumble 6 Instant Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumble 6 Instant Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masticore (4) Artifact Creature -- Masticore At the beginning of your upkeep, sacrifice this creature unless you discard a card. {2}: This creature deals 1 damage to target creature. {2}: Regenerate this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masticore (4) Artifact Creature -- Masticore At the beginning of your upkeep, sacrifice this creature unless you discard a card. {2}: This creature deals 1 damage to target creature. {2}: Regenerate this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masticore (4) Artifact Creature -- Masticore At the beginning of your upkeep, sacrifice this creature unless you discard a card. {2}: This creature deals 1 damage to target creature. {2}: Regenerate this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overrun (2)(G)(G)(G) Sorcery Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reverent Silence (3)(G) Sorcery If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reverent Silence (3)(G) Sorcery If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reverent Silence (3)(G) Sorcery If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rushwood Legate (2)(G) Creature -- Dryad If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost.

2/1

2G

If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost.

2/1

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If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost.

2/1

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