## Albino Troll {1}{G}

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

## Bifurcate {3}{G}

Sorcery

Search your library for a permanent card with the same name as target nontoken creature, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blastoderm {2}{G}{G}

Creature -- Beast

Shroud (This creature can't be the target of spells or abilities.)
Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

**5/5**

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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bounty of the Hunt {3}{G}{G}

Instant

You may exile a green card from your hand rather than pay this spell's mana cost.
Distribute three +1/+1 counters among one, two, or three target creatures. For each +1/+1 counter you put on a creature this way, remove a +1/+1 counter from that creature at the beginning of the next cleanup step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Centaur Chieftain {3}{G}

Creature -- Centaur

Haste
Threshold -- As long as there are seven or more cards in your graveyard, this creature has "When this creature enters, creatures you control get +1/+1 and gain trample until end of turn."

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

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

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Explosive Growth {G}

Instant

Kicker {5} (You may pay an additional {5} as you cast this spell.)
Target creature gets +2/+2 until end of turn. If this spell was kicked, that creature gets +5/+5 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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**Forest**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Fyndhorn Elves** (G)

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Fyndhorn Elves** (G)

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Giant Growth** (G)

Instant

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - mangokeen - Premodern v3 Group 5A8EBB (Llanowar Elves, Deep Reconnaissanc** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Target creature gets +3/+3 until end of turn.

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## Gorilla Berserkers {3}{G}{G}

Creature -- Ape Berserker

Trample; rampage 2 (Whenever this creature becomes blocked, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)
This creature can't be blocked except by three or more creatures.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ironshell Beetle {1}{G}

Creature -- Insect

When this creature enters, put a +1/+1 counter on target creature.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**River Boa** 1G

Creature -- Snake

Islandwalk (This creature can't be blocked as long as defending player controls an Island.)
{G}: Regenerate this creature.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**River Boa** 1G

Creature -- Snake

Islandwalk (This creature can't be blocked as long as defending player controls an Island.)
{G}: Regenerate this creature.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Skyshroud Ridgeback** G

Creature -- Beast

Fading 2 (This creature enters with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Stampeding Wildebeests** 2GG

Creature -- Antelope Beast

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
At the beginning of your upkeep, return a green creature you control to its owner's hand.

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sylvan Library** 1G

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



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## Taunting Elf {G}

Creature -- Elf

All creatures able to block this creature do so.

**0/1**

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 PLAY botbox.dev

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This land enters tapped.
{T}: Add {G}.
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This land enters tapped.
{T}: Add {G}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vitalize {G}

Instant

Untap all creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wall of Blossoms {1}{G}

Creature -- Plant Wall

Defender
When this creature enters, draw a card.

**0/4**

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Creature -- Plant Wall

Defender
When this creature enters, draw a card.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Woolly Spider {1}{G}{G}

Creature -- Spider

Reach (This creature can block creatures with flying.)
Whenever this creature blocks a creature with flying, this creature gets +0/+2 until end of turn.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Ants {2}{G}{G}

Creature -- Insect

Trample, haste
Cumulative upkeep {G}{G} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

**5/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Insect

Trample, haste
Cumulative upkeep {G}{G} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

**5/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Elder {1}{G}{G}

Creature -- Human Druid

When this creature dies, you may search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle.
{2}, Sacrifice this creature: Draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Choke {2}{G}

Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Choke {2}{G}

Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ground Seal {1}{G}

Enchantment

When this enchantment enters, draw a card.
Cards in graveyards can't be the targets of spells or abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - mangokeen - Premodern v3 Group 5A8EBB (Llanowar Elves, Deep Reconnaissanc** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Enchantment

When this enchantment enters, draw a card.
Cards in graveyards can't be the targets of spells or abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hurricane {X}{G}

Sorcery

Hurricane deals X damage to each creature with flying and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hurricane {X}{G}

Sorcery

Hurricane deals X damage to each creature with flying and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Refreshing Rain {3}{G}

Instant

If an opponent controls a Swamp and you control a Forest, you may cast this spell without paying its mana cost.
Target player gains 6 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Refreshing Rain {3}{G}

Instant

If an opponent controls a Swamp and you control a Forest, you may cast this spell without paying its mana cost.
Target player gains 6 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tranquil Domain {1}{G}

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Triangle of War {1}

Artifact

{2}, Sacrifice this artifact: Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}, Sacrifice this artifact: Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Whirling Dervish {G}{G}

Creature -- Human Monk

Protection from black
At the beginning of each end step, if this creature dealt damage to an opponent this turn, put a +1/+1 counter on it.

[sideboard]

1/1

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Protection from black
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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - mangokeen - Premodern v3 Group 5A8EBB (Llanowar Elves, Deep Reconnaissanc** sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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