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

Flametongue Kavu {3}{R}

Creature -- Kavu

When this creature enters, it deals 4 damage to target creature.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, it deals 4 damage to target creature.

4/2

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

Playtest cards - aloyc - Premodern (Premodern Ruhrgebiet Juli) 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

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

Horned Kavu {R}{G}

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horned Kavu {R}{G}

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aloyc - Premodern (Premodern Ruhrgebiet Juli) sheet 2/10 - 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.

Horned Kavu {R}{G}

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kavu Lair {2}{G}

Enchantment

Whenever a creature with power 4 or greater enters, its controller draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kavu Lair {2}{G}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Living Wish {1}{G}

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Wish {1}{G}

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Wish {1}{G}

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aloyc - Premodern (Premodern Ruhrgebiet Juli) sheet 4/10 - 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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Diamond (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

Mox Diamond (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

Mox Diamond (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

Playtest cards - aloyc - Premodern (Premodern Ruhrgebiet Juli) sheet 5/10 - 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.

Mox Diamond {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

Shivan Wurm {3}{R}{G}

Creature -- Wurm

Trample
When this creature enters, return a red or green creature you control to its owner's hand.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Wurm {3}{R}{G}

Creature -- Wurm

Trample
When this creature enters, return a red or green creature you control to its owner's hand.

7/7

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Trample
When this creature enters, return a red or green creature you control to its owner's hand.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Wurm {3}{R}{G}

Creature -- Wurm

Trample
When this creature enters, return a red or green creature you control to its owner's hand.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sparkcaster {2}{R}{G}

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.
When this creature enters, it deals 1 damage to target player or planeswalker.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sparkcaster {2}{R}{G}

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.
When this creature enters, it deals 1 damage to target player or planeswalker.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sparkcaster {2}{R}{G}

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.
When this creature enters, it deals 1 damage to target player or planeswalker.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aloyc - Premodern (Premodern Ruhrgebiet Juli) sheet 6/10 - 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.

Sparkcaster {2}{R}{G}

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.
When this creature enters, it deals 1 damage to target player or planeswalker.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stampeding Wildebeests {2}{G}{G}

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

Stampeding Wildebeests {2}{G}{G}

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

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

Utopia Tree {1}{G}

Creature -- Plant

{T}: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Tree {1}{G}

Creature -- Plant

{T}: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Tree {1}{G}

Creature -- Plant

{T}: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Tree {1}{G}

Creature -- Plant

{T}: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aloyc - Premodern (Premodern Ruhrgebiet Juli) sheet 7/10 - 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.

Wall of Blossoms {1}{G}

Creature -- Plant Wall

Defender
When this creature enters, draw a card.

0/4

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avalanche Riders {3}{R}

Creature -- Human Nomad

Haste
Echo {3}{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.)
When this creature enters, destroy target land.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defense of the Heart {3}{G}

Enchantment

At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice this enchantment, search your library for up to two creature cards, put those cards onto the battlefield, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flametongue Kavu {3}{R}

Creature -- Kavu

When this creature enters, it deals 4 damage to target creature.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Cradle

Legendary Land

{T}: Add {G} for each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aloyc - Premodern (Premodern Ruhrgebiet Juli) sheet 8/10 - 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.

Goblin Welder {R}

Creature -- Goblin Artificer

{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reap {1}{G}

Instant

Return up to X target cards from your graveyard to your hand, where X is the number of black permanents target opponent controls as you cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silklash Spider {3}{G}{G}

Creature -- Spider

Reach
{X}{G}{G}: This creature deals X damage to each creature with flying.

[sideboard]

2/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slice and Dice {4}{R}{R}

Sorcery

Slice and Dice deals 4 damage to each creature.
Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)
When you cycle this card, you may have it deal 1 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spike Weaver {2}{G}{G}

Creature -- Spike

This creature enters with three +1/+1 counters on it.
{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.
{1}, Remove a +1/+1 counter from this creature: Prevent all combat damage that would be dealt this turn.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfuric Vortex {1}{R}{R}

Enchantment

At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.
If a player would gain life, that player gains no life instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfuric Vortex {1}{R}{R}

Enchantment

At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.
If a player would gain life, that player gains no life instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfuric Vortex {1}{R}{R}

Enchantment

At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.
If a player would gain life, that player gains no life instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Uktabi Orangutan 2G

Creature -- Ape

When this creature enters, destroy target artifact.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volrath's Stronghold

Legendary Land

{T}: Add {C}.
{1}{B}, {T}: Put target creature card from your graveyard on top of your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Hollow

Legendary Land

{T}: Add {C}.
{G}, {T}: Regenerate target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.