Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caller of the Claw {2}{G}

Creature -- Elf

Flash
When this creature enters, create a 2/2 green Bear creature token for each nontoken creature put into your graveyard from the battlefield this turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deranged Hermit {3}{G}{G}

Creature -- Elf

Echo {3}{G}{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.)
When this creature enters, create four 1/1 green Squirrel creature tokens.
Squirrel creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf

Echo {3}{G}{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.)
When this creature enters, create four 1/1 green Squirrel creature tokens.
Squirrel creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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.

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Basic Land -- Forest

({T}: Add {G}.)

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Gaea's Cradle

Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genesis {4}{G}

Creature -- Incarnation

At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Drake {1}{U}

Creature -- Drake

Flying
When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

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

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1/1

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Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Man-o'-War (2)(U)

Creature -- Jellyfish

When this creature enters, return target creature to its owner's hand.

2/2

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merfolk Looter (1)(U)

Creature -- Merfolk Rogue

{T}: Draw a card, then discard a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nantuko Vigilante {3}{G}

Creature -- Insect Druid Mutant

Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, destroy target artifact or enchantment.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opposition {2}{U}{U}

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opposition {2}{U}{U}

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

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Opposition {2}{U}{U}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spike Feeder {1}{G}{G}

Creature -- Spike

This creature enters with two +1/+1 counters on it.
{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.
Remove a +1/+1 counter from this creature: You gain 2 life.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squee, Goblin Nabob {2}{R}

Legendary Creature -- Goblin

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest {1}{G}

Enchantment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Survival of the Fittest (1)(G)

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest (1)(G)

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest (1)(G)

Enchantment

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

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

Tradewind Rider (3)(U)

Creature -- Spirit

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uktabi Orangutan (2)(G)

Creature -- Ape

When this creature enters, destroy target artifact.

2/2

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

Playtest cards - GregFenton - Premodern v3 Group 4553AC (Spike Feeder, Man-o'-War) (Sacred 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.

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 Roots {1}{G}

Creature -- Plant Wall

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

Wall of Roots {1}{G}

Creature -- Plant Wall

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

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Creature -- Plant Wall

Defender
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0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Roots {1}{G}

Creature -- Plant Wall

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

Waterfront Bouncer {1}{U}

Creature -- Merfolk Spellshaper

{U}, {T}, Discard a card: Return target creature to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Orb {2}

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Orb {2}

Artifact

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Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GregFenton - Premodern v3 Group 4553AC (Spike Feeder, Man-o'-War) (Sacred 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.

Chill 1U

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill 1U

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill 1U

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonic Convergence 2G

Instant

Put all enchantments on top of their owners' libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonic Convergence 2G

Instant

Put all enchantments on top of their owners' libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonic Convergence 2G

Instant

Put all enchantments on top of their owners' libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize 1G

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize 1G

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Naturalize 1G

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize 1G

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xantid Swarm G

Creature -- Insect

Flying
Whenever this creature attacks, defending player can't cast spells this turn.

[sideboard]

0/1

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