## Arrogant Wurm {3}{G}{G}

Creature -- Wurm

Trample
Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Basking Rootwalla {G}

Creature -- Lizard

{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.
Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

**1/1**

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Brushland

Land

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


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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## Call of the Herd {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

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Sorcery

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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

## City of Brass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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{T}: Add one mana of any color.

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## Cursed Scroll (1)

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


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{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

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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


## Glory (3)(W)(W)

Creature -- Incarnation

Flying
{2}{W}: Choose a color. Creatures you control gain protection from the chosen color until end of turn. Activate only if this card is in your graveyard.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Testi, Daniel - Premodern v3 Group 806257 (Patrol Hound, Tireless Tribe)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Patrol Hound {1}{W}

Creature -- Dog

Discard a card: This creature gains first strike until end of turn.

**2/2**

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

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## Rancor (G)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Savannah Lions (W)

Creature -- Cat

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

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Creature -- Cat

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares (W)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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

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## 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

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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

## Tireless Tribe (W)

Creature -- Human Nomad

Discard a card: This creature gets +0/+4 until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Mongrel {1}{G}

Creature -- Dog

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Compost {1}{G}

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

## Disenchant {1}{W}

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

## Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prismatic Strands {2}{W}

Instant

Prevent all damage that sources of the color of your choice would deal this turn.
Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ray of Revelation {1}{W}

Instant

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reprisal {1}{W}

Instant

Destroy target creature with power 4 or greater. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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## Tranquil Domain {1}{G}

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tsabo's Web {2}

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

When this artifact enters, draw a card.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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