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| <div><div><div>Birds of Paradise</div><div>6</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Birds of Paradise</div><div>6</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Birds of Paradise</div><div>6</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Birds of Paradise</div><div>6</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  |
| <div><div><div>City of Brass</div></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>City of Brass</div></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>City of Brass</div></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Deranged Hermit</div><div>366</div></div><div>Creature -- Elf</div><div>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.)</div><div>When this creature enters, create four 1/1 green Squirrel creature tokens.</div><div>Squirrel creatures get +1/+1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           |

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| <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                          | <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                            | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Genesis</div> <div>46</div> <div>Creature -- Incarnation</div> <div>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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Gilded Drake</div> <div>1U</div> <div>Creature -- Drake</div> <div>Flying<br/>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.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                   | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                   |

Playtest cards - Ryttenberg, Harry - Premodern v3 Group 6848CA (Opposition, Tradewind Ride) 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.

2 U U

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

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2 U U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Squee, Goblin Nabob** (2) (R)

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

③

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Survival of the Fittest ①⑥

{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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| <div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Swords to Plowshares W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |
| <div><div>Swords to Plowshares W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Sylvan Library 16</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library 16</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tradewind Rider 3U</div><div>Creature -- Spirit</div><div>Flying<br/>{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Tradewind Rider</b> (3)(U)<br>Creature -- Spirit<br>Flying<br>{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Uktabi Orangutan</b> (2)(G)<br>Creature -- Ape<br>When this creature enters, destroy target artifact.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          | <b>Wall of Blossoms</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                |
| <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          | <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Windswept Heath</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Absolute Law1W</div><div>Enchantment</div><div>All creatures have protection from red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Absolute Law1W</div><div>Enchantment</div><div>All creatures have protection from red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Absolute Law1W</div><div>Enchantment</div><div>All creatures have protection from red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Annu1U</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |

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| <div><div><div>Annul</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Annul</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Blue Elemental Blast</div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div><div>Blue Elemental Blast</div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Disenchant</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div>Disenchant</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div>Masticore</div><div>Artifact Creature -- Masticore</div><div>At the beginning of your upkeep, sacrifice this creature unless you discard a card.<br/>{2}: This creature deals 1 damage to target creature.<br/>{2}: Regenerate this creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     |

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| <div> <div>Spike Feeder</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Spike</div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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