

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	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	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	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
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 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 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 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 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 PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Call of the Herd 26 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 PLAYbotbox.dev	Call of the Herd 26 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 PLAYbotbox.dev	Call of the Herd 26 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 PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Cradle

Legendary Land

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

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

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

Mishra's Factory

Land

```
{T}: Add {C}.
{1}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{T}: Target Assembly-Worker creature
gets +1/+1 until end of turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

```
{T}: Add {C}.
{1}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{T}: Target Assembly-Worker creature
gets +1/+1 until end of turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patrol Hound Creature -- Dog Discard a card: This creature gains first strike until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patrol Hound Creature -- Dog Discard a card: This creature gains first strike until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Patrol Hound Creature -- Dog Discard a card: This creature gains first strike until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patrol Hound Creature -- Dog Discard a card: This creature gains first strike until end of turn. 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 Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Strands2W 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Roar of the Wurm6G Sorcery Create a 6/6 green Wurm 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 PLAYbotbox.dev	Roar of the Wurm6G Sorcery Create a 6/6 green Wurm 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 PLAYbotbox.dev	Savannah LionsW Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savannah LionsW Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Savannah Lions W Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savannah Lions W 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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	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	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wild Mongrel (1)(6) 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	Wild Mongrel (1)(6) 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	Wild Mongrel (1)(6) 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	Wild Mongrel (1)(6) 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

Playtest cards - ?, ????????????? - Premodern v3 Group B31BB8 (Patrol Hound, Glory) (M0 ??

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.

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Absolute Law1W Enchantment All creatures have protection from red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak1GW Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak1GW Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Compost1G 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 PLAYbotbox.dev

Compost 1 6 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	Crumble 6 Instant Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumble 6 Instant Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize 1 6 Instant Destroy target artifact or enchantment. [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	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	Tormod's Crypt 8 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 8 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ?, ????????????? - Premodern v3 Group B31BB8 (Patrol Hound, Glory) (M0 ??
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① ⑥

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev