Beast Attack {2}{G}{G}{G}

Instant

Create a 4/4 green Beast creature token.
Flashback {2}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beast Attack {2}{G}{G}{G}

Instant

Create a 4/4 green Beast creature token.
Flashback {2}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - ecianfanelli - Premodern (SPMCR Monthly PM Olympus Garden Junio) 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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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing 1G

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genesis 4G

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

Krosan Tusker 5GG

Creature -- Boar Beast

Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, you may search your library for a basic land card, reveal that card, put it into your hand, then shuffle. (Do this before you draw.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krosan Tusker 5GG

Creature -- Boar Beast

Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, you may search your library for a basic land card, reveal that card, put it into your hand, then shuffle. (Do this before you draw.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Wish 1G

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 1G

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

Playtest cards - ecianfanelli - Premodern (SPMCR Monthly PM Olympus Garden Junio) sheet 3/10 - 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.

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

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.
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{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

Nevinyrral's Disk {4}

Artifact

This artifact enters tapped.
{1}, {T}: Destroy all artifacts, creatures, and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nevinyrral's Disk {4}

Artifact

This artifact enters tapped.
{1}, {T}: Destroy all artifacts, creatures, and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nevinyrral's Disk {4}

Artifact

This artifact enters tapped.
{1}, {T}: Destroy all artifacts, creatures, and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ecianfanelli - Premodern (SPMCR Monthly PM Olympus Garden Junio) 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.

Phyrexian Furnace (1)

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Powder Keg (2)

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

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Powder Keg (2)

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Baloth (2)(G)(G)

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ecianfanelli - Premodern (SPMCR Monthly PM Olympus Garden Junio) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Ravenous Baloth (2)(G)(G)

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenger Folk (G)

Creature -- Human

{G}, {T}, Sacrifice this creature: Destroy target artifact.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenger Folk (G)

Creature -- Human

{G}, {T}, Sacrifice this creature: Destroy target artifact.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thawing Glaciers

Land

This land enters tapped.
{1}, {T}: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. Return this land to its owner's hand at the beginning of the next cleanup step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thawing Glaciers

Land

This land enters tapped.
{1}, {T}: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. Return this land to its owner's hand at the beginning of the next cleanup step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treetop Village

Land

This land enters tapped.
{T}: Add {G}.
{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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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

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Defender
When this creature enters, draw a card.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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{T}: Add {C}.
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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

Yavimaya Elder {1}{G}{G}

Creature -- Human Druid

When this creature dies, you may search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle.
{2}, Sacrifice this creature: Draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Elder {1}{G}{G}

Creature -- Human Druid

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{2}, Sacrifice this creature: Draw a card.

2/1

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

Dust Bowl

Land

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

[sideboard]

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.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hail Storm {1}{G}{G}

Instant

Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ecianfanelli - Premodern (SPMCR Monthly PM Olympus Garden Junio) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Hail Storm {1}{G}{G}

Instant

Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

[sideboard]

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.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

3/2

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

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantom Centaur {2}{G}{G}

Creature -- Centaur Spirit

Protection from black
This creature enters with three +1/+1 counters on it.
If damage would be dealt to this creature, prevent that damage.
Remove a +1/+1 counter from this creature.

[sideboard]

2/0

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

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

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Spore Frog {G}

Creature -- Frog

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uktabi Orangutan {2}{G}

Creature -- Ape

When this creature enters, destroy target artifact.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wing Snare {2}{G}

Sorcery

Destroy target creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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