Anurid Brushhopper {1}{G}{W}

Creature -- Frog Beast

Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armageddon {3}{W}

Sorcery

Destroy all lands.

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Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brawn {3}{G}

Creature -- Incarnation

Trample
As long as this card is in your graveyard and you control a Forest, creatures you control have trample.

3/3

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.

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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

Call of the Herd 2G

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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Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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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

Chromatic Sphere 1

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)

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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

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

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Danni - Premodern v3 Group 3DD3D5 (Anurid Brushhopper, Werebear) (Mont Bi sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Llanowar Elves {G}

Creature -- Elf Druid

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mulch {1}{G}

Sorcery

Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Enforcer {2}{G}{W}

Creature -- Human Nomad Mystic

Protection from black
Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nantuko Monastery

Land

{T}: Add {C}.
Threshold -- {G}{W}: This land becomes a 4/4 green and white Insect Monk creature with first strike until end of turn. It's still a land. Activate only if there are seven or more cards in your graveyard.

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Nimble Mongoose (G)

Creature -- Mongoose

Shroud (This creature can't be the target of spells or abilities.)
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Riftstone Portal

Land

{T}: Add {C}.
As long as this card is in your graveyard, lands you control have "{T}: Add {G} or {W}."

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treva's Ruins

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {G}, {W}, or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valor {3}{W}

Creature -- Incarnation

First strike
As long as this card is in your graveyard and you control a Plains, creatures you control have first strike.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Werebear {1}{G}

Creature -- Human Bear Druid

{T}: Add {G}.
Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

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Werebear 1G

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Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Mongrel 1G

Creature -- Dog

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

2/2

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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

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wing Shards {1}{W}{W}

Instant

Target player sacrifices an attacking creature of their choice.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Law {1}{W}

Enchantment

All creatures have protection from red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armadillo Cloak {1}{G}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

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Armadillo Cloak {1}{G}{W}

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 PLAY botbox.dev

Choke {2}{G}

Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

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Choke {2}{G}

Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krosan Reclamation {1}{G}

Instant

Target player shuffles up to two target cards from their graveyard into their library.
Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Krosan Reclamation {1}{G}

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Flashback {1}{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

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

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Destroy target artifact or enchantment.

[sideboard]

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[sideboard]

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Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[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

Tormod's Crypt {0}

Artifact

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

[sideboard]

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Warmth {1}{W}

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[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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Xantid Swarm {G}

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

[sideboard]

0/1

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