

③ ④

Haste
As long as this card is in your graveyard and you control a Mountain, creatures you control have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Flying
{T}: Add one mana of any color.

0/1

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3GG

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.)
When this creature enters, create four 1/1 green Squirrel creature tokens.
Squirrel creatures get +1/+1.

1/1

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3GG

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.)
When this creature enters, create four 1/1 green Squirrel creature tokens.
Squirrel creatures get +1/+1.

1/1

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

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Forest Basic Land -- Forest {T}: Add {G}. 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}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fyndhorn Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

4 G

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

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① ② R

Sacrifice a creature: This enchantment deals 1 damage to any target.

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① R

Sacrifice a creature: This enchantment deals 1 damage to any target.

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②③

This creature doesn't untap during your untap step.

Whenever a creature dies, untap this creature.

{T}: This creature deals 1 damage to any target.

1/1

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

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{T}: Add {C}.
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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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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.

3/2

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Nantuko Vigilante 3G 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural Order 2GG Sorcery As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural Order 2GG Sorcery As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural Order 2GG Sorcery As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Phantom Nishoba 5GW Creature -- Cat Beast Spirit Trample This creature enters with seven +1/+1 counters on it. Whenever this creature deals damage, you gain that much life. If damage would be dealt to this creature, prevent that damage. Remove a +1/+1 counter from this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recurring Nightmare 2B Enchantment Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recurring Nightmare 2B Enchantment Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spike Feeder 1GG Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ark4n - Premodern (Premodern Challenge 32 - Contraption)

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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

②③

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

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① ②

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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① ⑥

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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{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

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

① ⑥

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

Sylvan Library 1 6 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	Symbiotic Wurm 5 6 6 6 Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots 1 6 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots 1 6 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

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®

```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

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① R

Pyroclasm deals 2 damage to each creature.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Domain

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tranquil Domain

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Uktabi Orangutan

Creature -- Ape

When this creature enters, destroy target artifact.

[sideboard]

2/2

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