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

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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

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 {2}{G}

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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Create a 3/3 green Elephant creature token.
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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

Cataclysm {2}{W}{W}

Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cataclysm {2}{W}{W}

Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

4/5

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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Mox Diamond {0}

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

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If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
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If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - etf1990 - Premodern v3 Group FF63C0 (Ray of Revelation, Cataclysm) (Premo 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

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Plains

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Steppe

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Steppe

Land

This land enters tapped.
{T}: Add {W}.
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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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Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library (1)(G)

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

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Playtest cards - etf1990 - Premodern v3 Group FF63C0 (Ray of Revelation, Cataclysm) (Premo sheet 5/10 - 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.

Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terravore {1}{G}{G}

Creature -- Lhurgoyf

Trample
Terravore's power and toughness are each equal to the number of land cards in all graveyards.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Lhurgoyf

Trample
Terravore's power and toughness are each equal to the number of land cards in all graveyards.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Thicket

Land

This land enters tapped.
{T}: Add {G}.
Cycling {G} ({G}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {G}.
Cycling {G} ({G}, Discard this card: Draw a card.)

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

Playtest cards - etf1990 - Premodern v3 Group FF63C0 (Ray of Revelation, Cataclysm) (Premo sheet 6/10 - 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.

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

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}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weathered Wayfarer (W)

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - etf1990 - Premodern v3 Group FF63C0 (Ray of Revelation, Cataclysm) (Premo sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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 PLAY botbox.dev

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{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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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aura of Silence {1}{W}{W}

Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.
Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

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

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing {1}{G}

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.

[sideboard]

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Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

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

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

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

Reprisal {1}{W}

Instant

Destroy target creature with power 4 or greater. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphere of Law {3}{W}

Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

[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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Tormod's Crypt (0)

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warmth (1)(W)

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zuran Orb (0)

Artifact

Sacrifice a land: You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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