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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise (G)

Creature -- Bird

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kask1 - Premodern v3 Group 802530 (Natural Order, Phantom Nishoba) (Premo 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.

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Deranged Hermit {3}{G}{G}

Creature -- Elf

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

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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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Cradle

Legendary Land

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

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Playtest cards - Kask1 - Premodern v3 Group 802530 (Natural Order, Phantom Nishoba) (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.

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Drake {1}{U}

Creature -- Drake

Flying
When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Man-o'-War {2}{U}

Creature -- Jellyfish

When this creature enters, return target creature to its owner's hand.

2/2

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Snake {1}{G}{U}{U}

Creature -- Snake

Flash
When this creature enters, counter target spell.

2/2

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.

3/2

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Natural Order (2)(G)(G)

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 (2)(G)(G)

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

Opposition (2)(U)(U)

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opposition (2)(U)(U)

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

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Opposition (2)(U)(U)

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantom Nishoba (5)(G)(W)

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

Quirion Ranger (G)

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kask1 - Premodern v3 Group 802530 (Natural Order, Phantom Nishoba) (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.

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

Squee, Goblin Nabob 2R

Legendary Creature -- Goblin

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest 1G

Enchantment

{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

Survival of the Fittest 1G

Enchantment

{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

Tradewind Rider 3U

Creature -- Spirit

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tradewind Rider 3U

Creature -- Spirit

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

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Verdant Force {5}{G}{G}{G}

Creature -- Elemental

At the beginning of each upkeep, create a 1/1 green Saproling creature token.

7/7

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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Wall of Blossoms {1}{G}

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}{G}

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}{G}

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}{G}

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

Winter Orb {2}

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

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Playtest cards - Kask1 - Premodern v3 Group 802530 (Natural Order, Phantom Nishoba) (Premo 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.

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Auramancer (2)(W)

Creature -- Human Wizard

When this creature enters, you may return target enchantment card from your graveyard to your hand.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caller of the Claw (2)(G)

Creature -- Elf

Flash
When this creature enters, create a 2/2 green Bear creature token for each nontoken creature put into your graveyard from the battlefield this turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Sharpshooter (2)(R)

Creature -- Goblin

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast (U)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kask1 - Premodern v3 Group 802530 (Natural Order, Phantom Nishoba) (Premo sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Hydroblast (U)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monk Realist (1)(W)

Creature -- Human Monk Cleric

When this creature enters, destroy target enchantment.

[sideboard]

1/1

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

Tormod's Crypt (0)

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

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

[sideboard]

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

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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