Arrogant Wurm {3}{G}{G}

Creature -- Wurm

Trample
Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arrogant Wurm {3}{G}{G}

Creature -- Wurm

Trample
Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arrogant Wurm {3}{G}{G}

Creature -- Wurm

Trample
Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arrogant Wurm {3}{G}{G}

Creature -- Wurm

Trample
Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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.

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

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

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze {1}{U}

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Daze (1)(U)

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Search (2)(U)

Instant

Draw two cards, then discard two cards. Untap up to three lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Frantic Search (2)(U)

Instant

Draw two cards, then discard two cards. Untap up to three lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Search (2)(U)

Instant

Draw two cards, then discard two cards. Untap up to three lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Search (2)(U)

Instant

Draw two cards, then discard two cards. Untap up to three lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Cradle

Legendary Land

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

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cyberpunker - Premodern v3 Group 6AD23E (Gilded Drake, Waterfront Bouncer 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merfolk Looter (1)(U)

Creature -- Merfolk Rogue

{T}: Draw a card, then discard a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merfolk Looter (1)(U)

Creature -- Merfolk Rogue

{T}: Draw a card, then discard a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squee, Goblin Nabob (2)(R)

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

Squee, Goblin Nabob (2)(R)

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

Playtest cards - Cyberpunker - Premodern v3 Group 6AD23E (Gilded Drake, Waterfront Bouncer 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.

Squee, Goblin Nabob (2)(R)

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

Squee, Goblin Nabob (2)(R)

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 (1)(G)

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 (1)(G)

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 (1)(G)

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 (1)(G)

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

Wasteland

Land

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

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

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterfront Bouncer (1)(U)

Creature -- Merfolk Spellshaper

{U}, {T}, Discard a card: Return target creature to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterfront Bouncer (1)(U)

Creature -- Merfolk Spellshaper

{U}, {T}, Discard a card: Return target creature to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Mongrel (1)(G)

Creature -- Dog

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

Wild Mongrel (1)(G)

Creature -- Dog

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

Wild Mongrel (1)(G)

Creature -- Dog

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

Wild Mongrel (1)(G)

Creature -- Dog

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

Wonder (3)(U)

Creature -- Incarnation

Flying
As long as this card is in your graveyard and you control an Island, creatures you control have flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cave-In (3)(R)(R)

Sorcery

You may exile a red card from your hand rather than pay this spell's mana cost.
Cave-In deals 2 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cave-In (3)(R)(R)

Sorcery

You may exile a red card from your hand rather than pay this spell's mana cost.
Cave-In deals 2 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Cave-In {3}{R}{R}

Sorcery

You may exile a red card from your hand rather than pay this spell's mana cost.
Cave-In deals 2 damage to each creature and each player.

[sideboard]

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

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

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reverent Silence {3}{G}

Sorcery

If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life.
Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Reverent Silence 3G

Sorcery

If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Domain 1G

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Domain 1G

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.