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| <b>Basking Rootwalla</b> <span>Ⓞ</span><br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Rootwalla</b> <span>Ⓞ</span><br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Rootwalla</b> <span>Ⓞ</span><br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Birds of Paradise</b> <span>Ⓞ</span><br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        |
| <b>Birds of Paradise</b> <span>Ⓞ</span><br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | <b>Birds of Paradise</b> <span>Ⓞ</span><br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | <b>Birds of Paradise</b> <span>Ⓞ</span><br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | <b>City of Brass</b><br>Land<br>Whenever this land becomes tapped, it deals 1 damage to you.<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deranged Hermit3GG</div><div>Creature -- Elf</div><div>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.)<br/>When this creature enters, create four 1/1 green Squirrel creature tokens.<br/>Squirrel creatures get +1/+1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                | <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                      |
| <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gilded Drake</div><div>1U</div></div> <div>Creature -- Drake</div> <div>Flying<br/>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.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |
| <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Masticore</div><div>4</div><div>Artifact Creature -- Masticore</div><div>At the beginning of your upkeep, sacrifice this creature unless you discard a card.<br/>{2}: This creature deals 1 damage to target creature.<br/>{2}: Regenerate this creature.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mystic Snake</div><div>16UU</div><div>Creature -- Snake</div><div>Flash<br/>When this creature enters, counter target spell.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Nantuko Vigilante</b> (3)(G)</p> <p>Creature -- Insect Druid Mutant</p> <p>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.)</p> <p>When this creature is turned face up, destroy target artifact or enchantment.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Natural Order</b> (2)(G)(G)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Natural Order</b> (2)(G)(G)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 | <p><b>Natural Order</b> (2)(G)(G)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Opposition</b> (2)(U)(U)</p> <p>Enchantment</p> <p>Tap an untapped creature you control: Tap target artifact, creature, or land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                   | <p><b>Opposition</b> (2)(U)(U)</p> <p>Enchantment</p> <p>Tap an untapped creature you control: Tap target artifact, creature, or land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                  | <p><b>Phantom Nishoba</b> (5)(G)(W)</p> <p>Creature -- Cat Beast Spirit</p> <p>Trample</p> <p>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.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Quirion Ranger</b> (G)</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                      |

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| <p><b>Quirion Ranger</b> ⑥</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             | <p><b>Squee, Goblin Nabob</b> ②⑧</p> <p>Legendary Creature -- Goblin</p> <p>At the beginning of your upkeep, you may return this card from your graveyard to your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           | <p><b>Survival of the Fittest</b> ①⑥</p> <p>Enchantment</p> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                             | <p><b>Survival of the Fittest</b> ①⑥</p> <p>Enchantment</p> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                             |
| <p><b>Survival of the Fittest</b> ①⑥</p> <p>Enchantment</p> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Survival of the Fittest</b> ①⑥</p> <p>Enchantment</p> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tangle Wire</b> ③</p> <p>Artifact</p> <p>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</p> <p>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tangle Wire</b> ③</p> <p>Artifact</p> <p>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</p> <p>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Tangle Wire</b> (3) <hr/> Artifact <hr/> Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tradewind Rider</b> (3)(U) <hr/> Creature -- Spirit <hr/> Flying<br>{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand. <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tradewind Rider</b> (3)(U) <hr/> Creature -- Spirit <hr/> Flying<br>{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand. <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Verdant Force</b> (5)(G)(G)(G) <hr/> Creature -- Elemental <hr/> At the beginning of each upkeep, create a 1/1 green Saproling creature token. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       |
| <b>Wall of Blossoms</b> (1)(G) <hr/> Creature -- Plant Wall <hr/> Defender<br>When this creature enters, draw a card. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                             | <b>Wall of Blossoms</b> (1)(G) <hr/> Creature -- Plant Wall <hr/> Defender<br>When this creature enters, draw a card. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                            | <b>Wall of Roots</b> (1)(G) <hr/> Creature -- Plant Wall <hr/> Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev          | <b>Wall of Roots</b> (1)(G) <hr/> Creature -- Plant Wall <hr/> Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> 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

## Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## (W) (U)

Creature -- Human Wizard

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Jadisouzaft - Premodern v3 Group 53A43B (Mystic Snake, Tradewind Rider) (** sheet 9/10 - 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.

**G**

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

0/1

**G**

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

0/1

G

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev