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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>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>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>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>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>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> |

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| <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>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><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><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><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><div>Gilded Drake</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></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>                                |

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## 1/1

## 4/4

## 2/2

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|  |  | <b>3/2</b> |
|--|--|------------|

2GG

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.

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2GG

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

2GG

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.

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②③③

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

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2 U U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G W

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

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**G**

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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| <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Squee, Goblin Nabob</b> ②①R<br>Legendary Creature -- Goblin<br>At the beginning of your upkeep, you may return this card from your graveyard to your hand.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev      | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         |
| <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tangle Wire</b> ③<br>Artifact<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tangle Wire</b> ③<br>Artifact<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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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 |

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| <div>Yavimaya Coast</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                   | <div>Yavimaya Coast</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                      | <div>Yavimaya Coast</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                      | <div>Yavimaya Coast</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                            |
| <div>Caller of the Claw    ②⑥</div> <div>Creature -- Elf</div> <div>Flash<br/>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.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Hydroblast    ①</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Hydroblast    ①</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Meddling Mage    ①①</div> <div>Creature -- Human Wizard</div> <div>As this creature enters, choose a nonland card name.<br/>Spells with the chosen name can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |



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| <div><div><div><div><div><div></div></div><div><div><b>Naturalize</b></div><div><div>①</div><div>⑥</div></div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                 | <div><div><div><div><div><div></div></div><div><div><b>Naturalize</b></div><div><div>①</div><div>⑥</div></div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                 | <div><div><div><div><div><div></div></div><div><div><b>Naturalize</b></div><div><div>①</div><div>⑥</div></div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                           | <div><div><div><div><div><div></div></div><div><div><b>Tormod's Crypt</b></div><div><div>⑨</div></div></div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                   |
| <div><div><div><div><div><div></div></div><div><div><b>Tormod's Crypt</b></div><div><div>⑨</div></div></div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div></div><div><div><b>Tormod's Crypt</b></div><div><div>⑨</div></div></div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div></div><div><div><b>Uktabi Orangutan</b></div><div><div>②</div><div>⑥</div></div></div></div><div><div>Creature -- Ape</div><div>When this creature enters, destroy target artifact.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div></div><div><div><b>Xantid Swarm</b></div><div><div>⑥</div></div></div></div><div><div>Creature -- Insect</div><div>Flying<br/>Whenever this creature attacks, defending player can't cast spells this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |

Playtest cards - Jadisouzaft - Premodern v3 Group A3D242 (Mystic Snake, Opposition) (Premo

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