

G

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 B

Flying
Echo {2}{B} (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, destroy target nonartifact, nonblack creature.

1/1

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B

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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(B)

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

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② ③

At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount.

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At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount.

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2 B

At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount.

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3GG

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

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. 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
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Basic Land -- Forest

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Creature -- Incarnation

4/4

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Creature -- Horror Spirit

2/2

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Land

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Land

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Land

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Land

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Creature -- Nightmare Horror

1/1

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Mesmeric Fiend (1)(B) Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's 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	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
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Survival of the Fittest ①⑥ 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 PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Volrath's Stronghold Legendary Land {T}: Add {C}. {1}{B}, {T}: Put target creature card from your graveyard on top of your library.	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card.	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card.	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card.
0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.	Wall of Roots 16 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 PLAYbotbox.dev	0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Zombie Infestation

① ②

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

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Zombie Infestation

① B

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

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Bone Shredder

2 B

Creature -- Phyrexian Minion

Flying
Echo {2}{B} (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, destroy target nonartifact, nonblack creature.

[sidebar]

1/1

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Engineered Plague

2 B

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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[sidebar]
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Engineered Plague

2 B

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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[sidebar]
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Engineered Plague

2 B

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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[sideboard]
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Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Naturalize 1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plague Spitter 2B Creature -- Phyrexian Horror At the beginning of your upkeep, this creature deals 1 damage to each creature and each player. When this creature dies, it deals 1 damage to each creature and each player. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sadistic Hypnotist 3BB Creature -- Human Minion Sacrifice a creature: Target player discards two cards. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tsabo's Web 2 Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②

When this artifact enters, draw a card.

Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

2/2

② ⑥

2/2

BB

2/2

sheet 10/10 - 3 cards - 2.5 x 3.5 in each