Blastoderm (2)(G)(G)

Creature -- Beast

Shroud (This creature can't be the target of spells or abilities.)
Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Beast

Shroud (This creature can't be the target of spells or abilities.)
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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy (B)

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy (B)

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy (B)

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Snook, Adam - Premodern v3 Group BCB4A6 (Recurring Nightmare, Krosan Tusk 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.

Chainer's Edict {1}{B}

Sorcery

Target player sacrifices a creature of their choice.
Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Duress {B}

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

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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

Dust Bowl

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krosan Tusker {5}{G}{G}

Creature -- Boar Beast

Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, you may search your library for a basic land card, reveal that card, put it into your hand, then shuffle. (Do this before you draw.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krosan Tusker {5}{G}{G}

Creature -- Boar Beast

Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, you may search your library for a basic land card, reveal that card, put it into your hand, then shuffle. (Do this before you draw.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Snook, Adam - Premodern v3 Group BCB4A6 (Recurring Nightmare, Krosan Tusk 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.

Llanowar Wastes

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pernicious Deed {1}{B}{G}

Enchantment

{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Snook, Adam - Premodern v3 Group BCB4A6 (Recurring Nightmare, Krosan Tusk 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.

Ravenous Baloth 2GG

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ravenous Baloth 2GG

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recurring Nightmare 2B

Enchantment

Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recurring Nightmare 2B

Enchantment

Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother 1B

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother 1B

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treetop Village

Land

This land enters tapped.
{T}: Add {G}.
{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Snook, Adam - Premodern v3 Group BCB4A6 (Recurring Nightmare, Krosan Tusk sheet 6/10 - 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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{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vendetta (B)

Instant

Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volrath's Stronghold

Legendary Land

{T}: Add {C}.
{1}{B}, {T}: Put target creature card from your graveyard on top of your library.

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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Playtest cards - Snook, Adam - Premodern v3 Group BCB4A6 (Recurring Nightmare, Krosan Tusk 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.

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
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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

Chainer's Edict {1}{B}

Sorcery

Target player sacrifices a creature of their choice.
Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague {2}{B}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague {2}{B}

Enchantment

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Snook, Adam - Premodern v3 Group BCB4A6 (Recurring Nightmare, Krosan Tusk sheet 8/10 - 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.

Gaea's Blessing (1)(G)

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gigapede (3)(G)(G)

Creature -- Insect

Shroud (This creature can't be the target of spells or abilities.)
At the beginning of your upkeep, if this card is in your graveyard, you may discard a card. If you do, return this card to your hand.

[sideboard]

6/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pernicious Deed (1)(B)(G)

Enchantment

{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace (1)

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Baloth (2)(G)(G)

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library (1)(G)

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

[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

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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

Tranquil Domain 1G

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Snook, Adam - Premodern v3 Group BCB4A6 (Recurring Nightmare, Krosan Tusk sheet 10/10 - 3 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.