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| <div> <div>Blastoderm</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div> <p>Shroud (This creature can't be the target of spells or abilities.)</p> <p>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.)</p> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Blastoderm</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div> <p>Shroud (This creature can't be the target of spells or abilities.)</p> <p>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.)</p> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Blastoderm</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div> <p>Shroud (This creature can't be the target of spells or abilities.)</p> <p>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.)</p> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Blastoderm</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div> <p>Shroud (This creature can't be the target of spells or abilities.)</p> <p>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.)</p> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Cabal Therapy</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div> <div>Cabal Therapy</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div> <div>Cabal Therapy</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div> <div>Cabal Therapy</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |

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| <div><div><div>Deranged Hermit</div><div><div>3GG</div></div></div><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><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                | <div><div><div>Dust Bowl</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                               | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>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>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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

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### Enchantment

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

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

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### Enchantment

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

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### Enchantment

---

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

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Creature -- Beast

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Sacrifice a Beast: You gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Creature -- Beast

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Sacrifice a Beast: You gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Creature -- Beast

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Sacrifice a Beast: You gain 4 life.

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| <div> <div>Ravenous Baloth</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Beast</div> <div>Sacrifice a Beast: You gain 4 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Recurring Nightmare</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                        | <div> <div>Recurring Nightmare</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Smother</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Smother</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>       | <div> <div>Spiritmonger</div> <div> <div>3</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Beast</div> <div>Whenever this creature deals damage to a creature, put a +1/+1 counter on this creature. {B}: Regenerate this creature. {G}: This creature becomes the color of your choice until end of turn.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                | <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                         |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    |
| <div>Treetop Village</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Treetop Village</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Treetop Village</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Treetop Village</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Vendetta</div><div>B</div><div>Instant</div><div>Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vendetta</div><div>B</div><div>Instant</div><div>Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Blossoms</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender</div><div>When this creature enters, draw a card.</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Wall of Blossoms</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender</div><div>When this creature enters, draw a card.</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
| <div><div>Wall of Blossoms</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender</div><div>When this creature enters, draw a card.</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Wall of Blossoms</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender</div><div>When this creature enters, draw a card.</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Wall of Roots</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender</div><div>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender</div><div>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Wall of Roots</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Plant Wall</div> <div> <div>Defender</div> <div>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> </div> <div> <div>0/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div> <div>Wall of Roots</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Plant Wall</div> <div> <div>Defender</div> <div>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> </div> <div> <div>0/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div> <div>Yavimaya Elder</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Human Druid</div> <div> <div>When this creature dies, you may search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle. {2}, Sacrifice this creature: Draw a card.</div> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Yavimaya Elder</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Human Druid</div> <div> <div>When this creature dies, you may search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle. {2}, Sacrifice this creature: Draw a card.</div> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Chainer's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <div>Target player sacrifices a creature of their choice.</div> <div>Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Chainer's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <div>Target player sacrifices a creature of their choice.</div> <div>Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Choke</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <div>Islands don't untap during their controllers' untap steps.</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <div> <div>Choke</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <div>Islands don't untap during their controllers' untap steps.</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 |

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| <div><div>Engineered Plague<div>2B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Engineered Plague<div>2B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Engineered Plague<div>2B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Haunting Echoes<div>3BB</div></div><div>Sorcery</div><div>Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    |
| <div><div>Naturalize<div>1G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>Naturalize<div>1G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>Phyrexian Arena<div>1BB</div></div><div>Enchantment</div><div>At the beginning of your upkeep, you draw a card and you lose 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Spike Weaver<div>2GG</div></div><div>Creature -- Spike</div><div>This creature enters with three +1/+1 counters on it.<br/>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.<br/>{1}, Remove a +1/+1 counter from this creature: Prevent all combat damage that would be dealt this turn.</div><div>[sideboard]</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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