

2GG

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

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2GG

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5/5

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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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| <div><div><div>Deranged Hermit</div><div>3GG</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Diabolic Edict</div><div>1B</div></div><div>Instant</div><div>Target player sacrifices a creature of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div><div>Duress</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Duress</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     | <div><div><div>Duress</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dust Bowl</div></div><div>Land</div><div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Forest</div></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><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>Graveborn Muse</div><div>2BB</div><div>Creature -- Zombie Spirit</div><div>At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.</div><div>3/3</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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| Instant                                 |
|-----------------------------------------|
| Destroy target artifact or enchantment. |

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|-----------------------------------------|
| Instant                                 |
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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

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| Enchantment                                                                                                  |
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| Enchantment                                                                                                  |
|--------------------------------------------------------------------------------------------------------------|
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| Creature -- Beast                   |
| Sacrifice a Beast: You gain 4 life. |

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| <div><div><div>Ravenous Baloth</div><div>2GG</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><div>Ravenous Baloth</div><div>2GG</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><div>Ravenous Baloth</div><div>2GG</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><div>Recurring Nightmare</div><div>2B</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><div>Recurring Nightmare</div><div>2B</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><div>Smother</div><div>1B</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><div>Smother</div><div>1B</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><div>Swamp</div></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>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> |

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| <div><div>Wall of Blossoms</div><div>Creature -- Plant Wall</div><div><p>Defender</p><p>When this creature enters, draw a card.</p></div><div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   | <div><div>Wall of Blossoms</div><div>Creature -- Plant Wall</div><div><p>Defender</p><p>When this creature enters, draw a card.</p></div><div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   | <div><div>Wall of Blossoms</div><div>Creature -- Plant Wall</div><div><p>Defender</p><p>When this creature enters, draw a card.</p></div><div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              | <div><div>Wall of Roots</div><div>Creature -- Plant Wall</div><div><p>Defender</p><p>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</p></div><div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Wall of Roots1G</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>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>Wall of Roots1G</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>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>Wall of Roots1G</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>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>Yavimaya Elder1GG</div> <div>Creature -- Human Druid</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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Diabolic Edict1B</div> <div>Instant</div> <div>Target player sacrifices a creature of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div>Engineered Plague2B</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>Engineered Plague2B</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>Engineered Plague2B</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>                                                                                   |

2 B B

```
Exile target nonblack creature.
Search its controller's graveyard,
hand, and library for all cards with
the same name as that creature and
exile them. Then that player
shuffles.
```

[sidebar]

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3 B B

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.

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[sidebar]
```

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①BB

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

This creature enters with three +1/+1 counters on it.

{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.

{1}, Remove a +1/+1 counter from this creature: Prevent all combat damage that would be dealt this turn.

[sideboard]

0/0

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©

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

[sideboard]

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

## ①

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

2G

2G

When this creature enters, destroy target artifact.

2/2

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BB

```
{1}: Exile target card from a
graveyard.
```

**2/2**

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