

**G**

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

0/1

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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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2 B B

At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land of their choice.

**2/2**

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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)**

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> <b>Cabal Therapy</b> <span>(B)</span> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cabal Therapy</b> <span>(B)</span> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Deranged Hermit</b> <span>(3)(G)(G)</span> </div> <div>Creature -- Elf</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Deranged Hermit</b> <span>(3)(G)(G)</span> </div> <div>Creature -- Elf</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                          | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                          |

Playtest cards - ecianfanelli - Premodern (FNM Olympus Garden Costa Rica)

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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <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>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>Genesis</div> <div>Creature -- Incarnation</div> <div>At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Graveborn Muse</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>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>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>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>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>                                                                                 |

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| <b>Masticore</b> ④<br><hr/> Artifact Creature -- Masticore<br><hr/> <p>At the beginning of your upkeep, sacrifice this creature unless you discard a card.<br/> {2}: This creature deals 1 damage to target creature.<br/> {2}: Regenerate this creature.</p> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Mesmeric Fiend</b> ①B<br><hr/> Creature -- Nightmare Horror<br><hr/> <p>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/> When this creature leaves the battlefield, return the exiled card to its owner's hand.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Nantuko Vigilante</b> ③G<br><hr/> Creature -- Insect Druid Mutant<br><hr/> <p>Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)<br/> When this creature is turned face up, destroy target artifact or enchantment.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Plague Spitter</b> ②B<br><hr/> Creature -- Phyrexian Horror<br><hr/> <p>At the beginning of your upkeep, this creature deals 1 damage to each creature and each player.<br/> When this creature dies, it deals 1 damage to each creature and each player.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Ravenous Baloth</b> ②GG<br><hr/> Creature -- Beast<br><hr/> <p>Sacrifice a Beast: You gain 4 life.</p> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                     | <b>Recurring Nightmare</b> ②B<br><hr/> Enchantment<br><hr/> <p>Sacrifice a creature, Return this enchantment to its owner's hand:<br/> Return target creature card from your graveyard to the battlefield.<br/> Activate only as a sorcery.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                  | <b>Recurring Nightmare</b> ②B<br><hr/> Enchantment<br><hr/> <p>Sacrifice a creature, Return this enchantment to its owner's hand:<br/> Return target creature card from your graveyard to the battlefield.<br/> Activate only as a sorcery.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 | <b>Squee, Goblin Nabob</b> ②R<br><hr/> Legendary Creature -- Goblin<br><hr/> <p>At the beginning of your upkeep, you may return this card from your graveyard to your hand.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                  |

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| <div><div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><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><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><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>                                                                                                                              |

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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>Tempting Wurm16</div> <div>Creature -- Wurm</div> <div>When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tempting Wurm16</div> <div>Creature -- Wurm</div> <div>When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Uktabi Orangutan26</div> <div>Creature -- Ape</div> <div>When this creature enters, destroy target artifact.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wall of Blossoms16</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wall of Blossoms16</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div>Wall of Blossoms16</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           |

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| <div>Wall of Roots</div> <div>16</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 Roots</div> <div>16</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 Roots</div> <div>16</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 Roots</div> <div>16</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>Withered Wretch</div> <div>BB</div> <div>Creature -- Zombie Cleric</div> <div>{1}: Exile target card from a graveyard.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div>Engineered Plague</div> <div>2B</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 Plague</div> <div>2B</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 Plague</div> <div>2B</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> |

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| <b>Faceless Butcher</b> (2)(B)(B)<br>Creature -- Nightmare Horror<br>When this creature enters, exile another target creature.<br>When this creature leaves the battlefield, return the exiled card to the battlefield under its owner's control.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gigapede</b> (3)(G)(G)<br>Creature -- Insect<br>Shroud (This creature can't be the target of spells or abilities.)<br>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.<br>[sideboard]<br><div>6/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Naturalize</b> (1)(G)<br>Instant<br>Destroy target artifact or enchantment.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    | <b>Naturalize</b> (1)(G)<br>Instant<br>Destroy target artifact or enchantment.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                     |
| <b>Pernicious Deed</b> (1)(B)(G)<br>Enchantment<br>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                  | <b>Pernicious Deed</b> (1)(B)(G)<br>Enchantment<br>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Plaguebearer</b> (1)(B)<br>Creature -- Zombie<br>{X}{X}{B}: Destroy target nonblack creature with mana value X.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spike Feeder</b> (1)(G)(G)<br>Creature -- Spike<br>This creature enters with two +1/+1 counters on it.<br>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.<br>Remove a +1/+1 counter from this creature: You gain 2 life.<br>[sideboard]<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Spore Frog</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Frog</div> <div> Sacrifice this creature: Prevent all combat damage that would be dealt this turn. </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Stromgald Cabal</div> <div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> {T}, Pay 1 life: Counter target white spell. </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tempting Wurm</div> <div> <div> <div>1</div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Wurm</div> <div> When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield. </div> <div> <div>[sideboard]</div> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tormod's Crypt</div> <div> <div> <div>0</div> </div> </div> </div> <div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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