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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Anger</b> (3)(R)<br>Creature -- Incarnation<br>Haste<br>As long as this card is in your graveyard and you control a Mountain, creatures you control have haste.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Birds of Paradise</b> (G)<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Birds of Paradise</b> (G)<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Birds of Paradise</b> (G)<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                               |
| <b>Birds of Paradise</b> (G)<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>City of Brass</b><br>Land<br>Whenever this land becomes tapped, it deals 1 damage to you.<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>City of Brass</b><br>Land<br>Whenever this land becomes tapped, it deals 1 damage to you.<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Deranged Hermit</b> (3)(G)(G)<br>Creature -- Elf<br>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.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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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>Forest</div><div>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><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>Basic Land -- Forest</div></div><div><div>( {T}: Add {G}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gaea's Cradle

## Legendary Land

{T}: Add {G} for each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G} for each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gaea's Cradle

## Legendary Land

**{T}: Add {G} for each creature you control.**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Genesis

④ ⑤

Creature -- Incarnation

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Horned Kavu

RG

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Horned Kavu

RG

Creature -- Kavu

When this creature enters, return a red or green creature you control to its owner's hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karpłusan Forest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karplusan Forest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

Ⓒ

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

Ⓒ

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Masticore

④

Artifact Creature -- Masticore

At the beginning of your upkeep,  
sacrifice this creature unless you  
discard a card.  
{2}: This creature deals 1 damage to  
target creature.  
{2}: Regenerate this creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multani's Acolyte

GG

Creature -- Elf

Echo {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, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Nantuko Vigilante</b> (3)(G)</p> <p>Creature -- Insect Druid Mutant</p> <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.)</p> <p>When this creature is turned face up, destroy target artifact or enchantment.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Orcish Settlers</b> (1)(R)</p> <p>Creature -- Orc</p> <p>{X}{X}{R}, {T}, Sacrifice this creature: Destroy X target lands.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                     | <p><b>Priest of Titania</b> (1)(G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                  | <p><b>Quirion Ranger</b> (G)</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>               |
| <p><b>Squee, Goblin Nabob</b> (2)(R)</p> <p>Legendary Creature -- Goblin</p> <p>At the beginning of your upkeep, you may return this card from your graveyard to your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                   | <p><b>Starke of Rath</b> (1)(R)(R)</p> <p>Legendary Creature -- Human Rogue</p> <p>{T}: Destroy target artifact or creature. That permanent's controller gains control of Starke. (This effect lasts indefinitely.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Survival of the Fittest</b> (1)(G)</p> <p>Enchantment</p> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Survival of the Fittest</b> (1)(G)</p> <p>Enchantment</p> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Todeshorst - Unknown format (Contraption League)

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 5/10 - 8 cards - 2.5 x 3.5 in each

① ②

{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 PLAY botbox.dev

① ②

{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 PLAY botbox.dev

① ②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Kicker {R} and/or {W} (You may pay an additional {R} and/or {W} as you cast this spell.)  
When this creature enters, if it was kicked with its {R} kicker, it deals 2 damage to any target.  
When this creature enters, if it was kicked with its {W} kicker, destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

Kicker {R} and/or {W} (You may pay an additional {R} and/or {W} as you cast this spell.)  
When this creature enters, if it was kicked with its {R} kicker, it deals 2 damage to any target.  
When this creature enters, if it was kicked with its {W} kicker, destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Defender  
When this creature enters, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Wall of Blossoms</b> 16<br>Creature -- Plant Wall<br>Defender<br>When this creature enters, draw a card.<br>0/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Wall of Roots</b> 16<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Wall of Roots</b> 16<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                   | <b>Wall of Roots</b> 16<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                   |
| <b>Wall of Roots</b> 16<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wirewood Symbiote</b> 6<br>Creature -- Insect<br>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yavimaya Granger26</div> <div>Creature -- Elf</div> <div>Echo {2}{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, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yavimaya Hollow</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{G}, {T}: Regenerate target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Compost16</div> <div>Enchantment</div> <div>Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div>Naturalize16</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div>Naturalize16</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             | <div>Naturalize16</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    |

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| <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                |
| <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spike Feeder</div><div>1GG</div></div><div>Creature -- Spike</div><div>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.</div><div>[sideboard]</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Spike Feeder</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Spike</div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>0/0</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>0</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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