Birds of Paradise {G}

Creature -- Bird

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Shredder {2}{B}

Creature -- Phyrexian Minion

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

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}

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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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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

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

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

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Creature -- Elf

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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

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genesis {4}{G}

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

Graveborn Muse {2}{B}{B}

Creature -- Zombie Spirit

At the beginning of your upkeep, you draw X cards and lose X life, where X is the number of Zombies you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

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

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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

Nantuko Vigilante {3}{G}

Creature -- Insect Druid Mutant

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.)
When this creature is turned face up, destroy target artifact or enchantment.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plague Spitter {2}{B}

Creature -- Phyrexian Horror

At the beginning of your upkeep, this creature deals 1 damage to each creature and each player.
When this creature dies, it deals 1 damage to each creature and each player.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Baloth {2}{G}{G}

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recurring Nightmare {2}{B}

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 {2}{B}

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

Squee, Goblin Nabob {2}{R}

Legendary Creature -- Goblin

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest {1}{G}

Enchantment

{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

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Survival of the Fittest 1G

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kammautha - Premodern v3 Group 92F988 (Bone Shredder, Tempting Wurm) (Vin 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tempting Wurm (1)(G)

Creature -- Wurm

When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uktabi Orangutan (2)(G)

Creature -- Ape

When this creature enters, destroy target artifact.

2/2

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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Defender
When this creature enters, draw a card.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - Kammautha - Premodern v3 Group 92F988 (Bone Shredder, Tempting Wurm) (Vin 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Shredder {2}{B}

Creature -- Phyrexian Minion

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Braids, Cabal Minion {2}{B}{B}

Legendary Creature -- Human Minion

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Braids, Cabal Minion {2}{B}{B}

Legendary Creature -- Human Minion

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

[sideboard]

2/2

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]

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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

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tempting Wurm {1}{G}

Creature -- Wurm

When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.

[sideboard]

5/5

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Tempting Wurm (1)(G)

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[sideboard]

5/5

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]

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