

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cache Grab Instant Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cache Grab Instant Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cache Grab Instant Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cache Grab Instant Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Coati Scavenger (2)(G) Creature -- Raccoon Descend 4 -- When this creature enters, if there are four or more permanent cards in your graveyard, return target permanent card from your graveyard to your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haywire Mite (1) Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Roots (B)(G) Enchantment Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Roots (B)(G) Enchantment Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Wastes

Land

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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molt Tender

G

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)
{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Osteomancer Adept

① ⑧

Creature -- Squirrel Warlock

Deathtouch
{T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Osteomancer Adept

① ②

Creature -- Squirrel Warlock

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Osteomancer Adept ① ② ③ Creature -- Squirrel Warlock Deathtouch {T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Osteomancer Adept ① ② ③ Creature -- Squirrel Warlock Deathtouch {T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk ③ ② ③ ③ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk ③ ② ③ ③ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Marques, Igor - Unknown format (Pro Tour Aetherdrift in Chicago)

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

Rubblebelt Maverick (G) Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rubblebelt Maverick (G) Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze (1)(G) Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snarling Gorehound (B) Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Snarling Gorehound (B) Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snarling Gorehound (B) Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snarling Gorehound (B) Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tyvar, Jubilant Brawler 1BG Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyvar, Jubilant Brawler 1BG Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyvar, Jubilant Brawler 1BG Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Thrillseeker 2R Creature -- Vampire Warrior Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.) {1}, Sacrifice this creature: It deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Destroy target creature with total power and toughness 5 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature with total power and toughness 5 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

First strike, deathtouch
Whenever Glissa Sunslayer deals
combat damage to a player, choose
one --

- * You draw a card and lose 1 life.
- * Destroy target enchantment.
- * Remove up to three counters from
target permanent.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

First strike, deathtouch
Whenever Glissa Sunslayer deals
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- * You draw a card and lose 1 life.
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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

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[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Scavenging Ooze 1 6 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Swarmweaver 2 B 6 Legendary Artifact Creature -- Scarecrow When The Swarmweaver enters, create two 1/1 black and green Insect creature tokens with flying. Delirium -- As long as there are four or more card types among cards in your graveyard, Insects and Spiders you control get +1/+1 and have deathtouch. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Swarmweaver 2 B 6 Legendary Artifact Creature -- Scarecrow When The Swarmweaver enters, create two 1/1 black and green Insect creature tokens with flying. Delirium -- As long as there are four or more card types among cards in your graveyard, Insects and Spiders you control get +1/+1 and have deathtouch. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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