

Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deathcap Marionette 1 B Creature -- Fungus Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathcap Marionette 1 B Creature -- Fungus Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathcap Marionette 1 B Creature -- Fungus Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathcap Marionette 1 B Creature -- Fungus Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Offer Immortality1B Instant Target creature gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Offer Immortality1B Instant Target creature gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Offer Immortality1B Instant Target creature gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Offer Immortality1B Instant Target creature gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rubblebelt Maverick ⑥ 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 PLAYbotbox.dev	Rubblebelt Maverick ⑥ 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 PLAYbotbox.dev	Rubblebelt Maverick ⑥ 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 PLAYbotbox.dev	Rubblebelt Maverick ⑥ 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 PLAYbotbox.dev
Slime Against Humanity ②⑥ Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slime Against Humanity ②⑥ Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slime Against Humanity ②⑥ Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slime Against Humanity ②⑥ Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Echoing Courage16 Instant Target creature and all other creatures with the same name as that creature get +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Courage16 Instant Target creature and all other creatures with the same name as that creature get +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hush36 Sorcery Destroy all enchantments. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hush36 Sorcery Destroy all enchantments. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 G

Destroy all enchantments.
Cycling {2} ({2}, Discard this card:
Draw a card.)

[sideboard]

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Cycling {2} ({2}, Discard this card:
Draw a card.)

[sideboard]

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4 G

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Destroy target artifact or enchantment.

[sideboard]

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②③

Return target creature to its owner's hand.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

Return target creature to its owner's hand.
Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Return target creature to its owner's hand.
Draw a card.

[sidebar]

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②③

Return target creature to its owner's hand.
Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Exile target artifact, enchantment, or creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot Down 36 Sorcery Exile target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot Down 36 Sorcery Exile target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot Down 36 Sorcery Exile target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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