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| <b>Aftermath Analyst</b> ①⑥<br>Creature -- Elf Detective<br>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Aftermath Analyst</b> ①⑥<br>Creature -- Elf Detective<br>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Aftermath Analyst</b> ①⑥<br>Creature -- Elf Detective<br>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Aftermath Analyst</b> ①⑥<br>Creature -- Elf Detective<br>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br>{3}{6}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               |
| <b>Blanchwood Prowler</b> ①⑥<br>Creature -- Elemental<br>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Blanchwood Prowler</b> ①⑥<br>Creature -- Elemental<br>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Blanchwood Prowler</b> ①⑥<br>Creature -- Elemental<br>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Blanchwood Prowler</b> ①⑥<br>Creature -- Elemental<br>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Chupacabra Echo</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Creature -- Beast Horror Spirit         </div> <div>           Fathomless descent -- When this creature enters, target creature an opponent controls gets -X/-X until end of turn, where X is the number of permanent cards in your graveyard.         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                         | <div> <b>Chupacabra Echo</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Creature -- Beast Horror Spirit         </div> <div>           Fathomless descent -- When this creature enters, target creature an opponent controls gets -X/-X until end of turn, where X is the number of permanent cards in your graveyard.         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                         | <div> <b>Cruel Somnophage</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Nightmare         </div> <div>           Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards.         </div> <div> <div>*/*</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Can't Wake Up</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Sorcery -- Adventure         </div> <div>           Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Cruel Somnophage</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Nightmare         </div> <div>           Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards.         </div> <div> <div>*/*</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Can't Wake Up</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Sorcery -- Adventure         </div> <div>           Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Cruel Somnophage</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Nightmare         </div> <div>           Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards.         </div> <div> <div>*/*</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Can't Wake Up</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Sorcery -- Adventure         </div> <div>           Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Cruel Somnophage</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Nightmare         </div> <div>           Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards.         </div> <div> <div>*/*</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Can't Wake Up</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Sorcery -- Adventure         </div> <div>           Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Cut Down</b> <div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Destroy target creature with total power and toughness 5 or less.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <b>Cut Down</b> <div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Destroy target creature with total power and toughness 5 or less.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                            |

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| <div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Evolving Wilds</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Evolving Wilds</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          |
| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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>Gnawing Vermin</div> <div>Creature -- Rat</div> <div>When this creature enters, target player mills two cards.<br/>When this creature dies, target creature you don't control gets -1/-1 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gnawing Vermin</div> <div>Creature -- Rat</div> <div>When this creature enters, target player mills two cards.<br/>When this creature dies, target creature you don't control gets -1/-1 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gnawing Vermin</div> <div>Creature -- Rat</div> <div>When this creature enters, target player mills two cards.<br/>When this creature dies, target creature you don't control gets -1/-1 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gnawing Vermin</div> <div>Creature -- Rat</div> <div>When this creature enters, target player mills two cards.<br/>When this creature dies, target creature you don't control gets -1/-1 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Hollow Scavenger

②Ⓞ

Creature -- Wolf

{1}, Sacrifice a Food: This creature gets +2/+2 until end of turn. Activate only once each turn.

3/2

--- ADVENTURE ---

Bakery Raid

Ⓞ

Sorcery -- Adventure

Create a Food token. (Then exile this card. You may cast the creature later from exile.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Huskburster Swarm

7B

Creature -- Elemental Insect

This spell costs {1} less to cast for each creature card you own in exile and in your graveyard.  
Menace, deathtouch

6/6

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <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> | <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> |
| <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> | <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> | <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>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Up the Beanstalk16</div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Up the Beanstalk16</div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Up the Beanstalk16</div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Up the Beanstalk16</div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Urborg Lhurgoyf</b> ①⑥<br>Creature -- Lhurgoyf<br>Kicker {U} and/or {B} (You may pay an additional {U} and/or {B} as you cast this spell.)<br>As this creature enters, mill three cards for each time it was kicked. Urborg Lhurgoyf's power is equal to the number of creature cards in your graveyard and its toughness is equal to that number plus 1.<br><div>* / 1 + *</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Urborg Lhurgoyf</b> ①⑥<br>Creature -- Lhurgoyf<br>Kicker {U} and/or {B} (You may pay an additional {U} and/or {B} as you cast this spell.)<br>As this creature enters, mill three cards for each time it was kicked. Urborg Lhurgoyf's power is equal to the number of creature cards in your graveyard and its toughness is equal to that number plus 1.<br><div>* / 1 + *</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Urborg Lhurgoyf</b> ①⑥<br>Creature -- Lhurgoyf<br>Kicker {U} and/or {B} (You may pay an additional {U} and/or {B} as you cast this spell.)<br>As this creature enters, mill three cards for each time it was kicked. Urborg Lhurgoyf's power is equal to the number of creature cards in your graveyard and its toughness is equal to that number plus 1.<br><div>* / 1 + *</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Urborg Lhurgoyf</b> ①⑥<br>Creature -- Lhurgoyf<br>Kicker {U} and/or {B} (You may pay an additional {U} and/or {B} as you cast this spell.)<br>As this creature enters, mill three cards for each time it was kicked. Urborg Lhurgoyf's power is equal to the number of creature cards in your graveyard and its toughness is equal to that number plus 1.<br><div>* / 1 + *</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Writhing Necromass</b> ⑥B<br>Creature -- Zombie Giant<br>This spell costs {1} less to cast for each creature card in your graveyard.<br>Deathtouch<br><div>5 / 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                            | <b>Writhing Necromass</b> ⑥B<br>Creature -- Zombie Giant<br>This spell costs {1} less to cast for each creature card in your graveyard.<br>Deathtouch<br><div>5 / 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                            | <b>Writhing Necromass</b> ⑥B<br>Creature -- Zombie Giant<br>This spell costs {1} less to cast for each creature card in your graveyard.<br>Deathtouch<br><div>5 / 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                            | <b>Writhing Necromass</b> ⑥B<br>Creature -- Zombie Giant<br>This spell costs {1} less to cast for each creature card in your graveyard.<br>Deathtouch<br><div>5 / 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                            |

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div><div>Go for the Throat</div><div>1B</div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><div>Go for the Throat</div><div>1B</div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><div>Malicious Eclipse</div><div>1BB</div></div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Malicious Eclipse</div><div>1BB</div></div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev