Bushy Bodyguard {1}{G}

Token Creature -- Squirrel Warrior

When this creature enters, you may forage. If you do, put two +1/+1 counters on it.
(This token's mana cost is {1}{G}.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(This token's mana cost is {1}{G}.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cache Grab {1}{G}

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.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chupacabra Echo {2}{B}{B}

Creature -- Beast Horror Spirit

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.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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.

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{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Forager (2)(G)

Creature -- Squirrel Druid

When this creature enters, you may forage. When you do, return target permanent card from your graveyard to your hand. (To forage, exile three cards from your graveyard or sacrifice a Food.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot (3)

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthrumbler (4)(G)

Artifact -- Vehicle

Vigilance, trample
Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn.
Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fang, Fearless l'Cie (2)(B)

Legendary Creature -- Human Warrior

Whenever one or more cards leave your graveyard, you draw a card and you lose 1 life. This ability triggers only once each turn.
(Melds with Vanille, Cheerful l'Cie.)

2/3

- - - OTHER FACE - - -

Ragnarok, Divine Deliverance

Legendary Creature -- Beast Avatar

Reach, vigilance, menace, trample, haste
When Ragnarok dies, destroy target permanent and return target nonlegendary permanent card from your graveyard to the battlefield.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When Ragnarok dies, destroy target permanent and return target nonlegendary permanent card from your graveyard to the battlefield.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lenz - Standard (Standard Artisan Metachallenge - February 2026) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G}.)

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge {1}{B}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.
+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Midnight Tilling {1}{G}

Instant

Mill four cards, then you may return a permanent card from among them to your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lenz - Standard (Standard Artisan Metachallenge - February 2026) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Molt Tender (G)

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selesnya Archivist

(card data unavailable)

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Strangled Cemetery

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strangled Cemetery

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strangled Cemetery

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This land enters tapped unless a player has 13 or less life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Town Greeter (1)(G)

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Town Greeter {1}{G}

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Town Greeter {1}{G}

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanille, Cheerful l'Cie {3}{G}

Legendary Creature -- Human Cleric

When Vanille enters, mill two cards, then return a permanent card from your graveyard to your hand.
At the beginning of your first main phase, if you both own and control Vanille and a creature named Fang, Fearless l'Cie, you may pay {3}{B}{G}. If you do, exile them, then meld them into Ragnarok, Divine Deliverance.

3/2

- - - OTHER FACE - - -

Ragnarok, Divine Deliverance

Legendary Creature -- Beast Avatar

Reach, vigilance, menace, trample, haste
When Ragnarok dies, destroy target permanent and return target nonlegendary permanent card from your graveyard to the battlefield.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chalk Outline {3}{G}

Enchantment

Whenever one or more creature cards leave your graveyard, create a 2/2 white and blue Detective creature token, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diamond Weapon {7}{G}{G}

Legendary Artifact Creature -- Elemental

This spell costs {1} less to cast for each permanent card in your graveyard.
Reach
Immune -- Prevent all combat damage that would be dealt to Diamond Weapon.

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dredger's Insight {1}{G}

Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.
When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lenz - Standard (Standard Artisan Metachallenge - February 2026) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.
When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthrumbler {4}{G}

Artifact -- Vehicle

Vigilance, trample
Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn.
Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Cycle {1}{B}

Instant

As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.)
Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Cycle {1}{B}

Instant

As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.)
Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gastal Raider {2}{B}

Creature -- Vampire Rogue

Start your engines!
When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
Max speed -- This creature gets +1/+1 and has menace.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Fungus {G}

Creature -- Fungus

{2}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Fungus {G}

Creature -- Fungus

{2}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virulent Emissary (G)

Creature -- Elf Assassin

Deathtouch
Whenever another creature you control enters, you gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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