

Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cache Grab 16 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 16 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 16 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 16 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

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	Doubling Season46 Enchantment If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead. If an effect would put one or more counters on a permanent you control, it puts twice that many of those counters on that permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dredger's Insight16 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Hidden Grotto Land 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	Hidden Grotto Land 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	Lasyd Prowler 2GG Creature -- Snake Ranger When this creature enters, you may mill cards equal to the number of lands you control. Renew -- {1}{G}, Exile this card from your graveyard: Put X +1/+1 counters on target creature, where X is the number of land cards in your graveyard. Activate only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slime Against Humanity 2G 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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Slime Against Humanity ②⑥

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Slime Against Humanity (2)G

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Pick Your Poison 6 Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pick Your Poison 6 Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scout the City 16 Sorcery Choose one -- * Look Around -- Mill three cards. You may put a permanent card from among them into your hand. You gain 3 life. (To mill three cards, put the top three cards of your library into your graveyard.) * Bring Down -- Destroy target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scout the City 16 Sorcery Choose one -- * Look Around -- Mill three cards. You may put a permanent card from among them into your hand. You gain 3 life. (To mill three cards, put the top three cards of your library into your graveyard.) * Bring Down -- Destroy target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Stocking the Pantry Enchantment Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment. {2}, Remove a supply counter from this enchantment: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stocking the Pantry Enchantment Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment. {2}, Remove a supply counter from this enchantment: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stocking the Pantry Enchantment Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment. {2}, Remove a supply counter from this enchantment: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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