

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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Liliana, Dreadhorde General (4)(B)(B) Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Dreadhorde General (4)(B)(B) Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Dreadhorde General (4)(B)(B) Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Dreadhorde General (4)(B)(B) Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 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	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

Poison Dart Frog 1 6 Creature -- Frog Reach {T}: Add one mana of any color. {2}: This creature gains deathtouch until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Poison Dart Frog 1 6 Creature -- Frog Reach {T}: Add one mana of any color. {2}: This creature gains deathtouch until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Poison Dart Frog 1 6 Creature -- Frog Reach {T}: Add one mana of any color. {2}: This creature gains deathtouch until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Poison Dart Frog 1 6 Creature -- Frog Reach {T}: Add one mana of any color. {2}: This creature gains deathtouch until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sephiroth, Fabled SOLDIER Card ----- OTHER FACE ----- Sephiroth, Fabled SOLDIER Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sephiroth, Fabled SOLDIER Card ----- OTHER FACE ----- Sephiroth, Fabled SOLDIER Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sephiroth, Fabled SOLDIER Card ----- OTHER FACE ----- Sephiroth, Fabled SOLDIER Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sephiroth, Fabled SOLDIER Card ----- OTHER FACE ----- Sephiroth, Fabled SOLDIER Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Solemn Simulacrum④ Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemn Simulacrum④ Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemn Simulacrum④ Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemn Simulacrum④ Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Summon: Fenrir26 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Fenrir26 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Fenrir26 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Fenrir26 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Summon: Primal Odin 4BB Enchantment Creature -- Saga Knight (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gungnir -- Destroy target creature an opponent controls. II -- Zantetsuken -- This creature gains "Whenever this creature deals combat damage to a player, that player loses the game." III -- Hall of Sorrow -- Draw two cards. Each player loses 2 life. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Primal Odin 4BB Enchantment Creature -- Saga Knight (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gungnir -- Destroy target creature an opponent controls. II -- Zantetsuken -- This creature gains "Whenever this creature deals combat damage to a player, that player loses the game." III -- Hall of Sorrow -- Draw two cards. Each player loses 2 life. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Primal Odin 4BB Enchantment Creature -- Saga Knight (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gungnir -- Destroy target creature an opponent controls. II -- Zantetsuken -- This creature gains "Whenever this creature deals combat damage to a player, that player loses the game." III -- Hall of Sorrow -- Draw two cards. Each player loses 2 life. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Primal Odin 4BB Enchantment Creature -- Saga Knight (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gungnir -- Destroy target creature an opponent controls. II -- Zantetsuken -- This creature gains "Whenever this creature deals combat damage to a player, that player loses the game." III -- Hall of Sorrow -- Draw two cards. Each player loses 2 life. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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The Sibs sig CeremonyBBB Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Sibs sig CeremonyBBB Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Sibs sig CeremonyBBB Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Locthwain Scorn1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Virtue of Persistence (5)(B)(B)

Enchantment

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

ADVENTURE

Lothwain Scorn (1)(B)

Sorcery -- Adventure

Target creature gets -3/-3 until end of turn. You gain 2 life.

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Momentum Breaker (1)(B)

Enchantment

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discard a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.

[sideboard]

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Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

Momentum Breaker (1)(B)

Enchantment

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.

{2}, Sacrifice this enchantment: You gain life equal to your speed.

[sideboard]

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sheet 8/10 - 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.

Ojer Kaslem, Deepest Growth Card [sideboard] ----- OTHER FACE ----- Ojer Kaslem, Deepest Growth Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Kaslem, Deepest Growth Card [sideboard] ----- OTHER FACE ----- Ojer Kaslem, Deepest Growth Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Kaslem, Deepest Growth Card [sideboard] ----- OTHER FACE ----- Ojer Kaslem, Deepest Growth Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Kaslem, Deepest Growth Card [sideboard] ----- OTHER FACE ----- Ojer Kaslem, Deepest Growth Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reclamation Sage 26 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage 26 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage 26 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage 26 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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