

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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev
Cenote Scout 6 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout 6 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout 6 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout 6 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

This spell costs {1} less to cast for each artifact and/or creature card in your graveyard. Cycling {2} ({2}, Discard this card: Draw a card.)

5/4

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Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Gnawing Vermin

Creature -- Rat

When this creature enters, target player mills two cards.
When this creature dies, target creature you don't control gets -1/-1 until end of turn.

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Hollow Marauder

Creature -- Specter Rogue

This spell costs {1} less to cast for each creature card in your graveyard.

Flying

When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.

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Hollow Marauder (6)(B) Creature -- Specter Rogue This spell costs {1} less to cast for each creature card in your graveyard. Flying When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hollow Marauder (6)(B) Creature -- Specter Rogue This spell costs {1} less to cast for each creature card in your graveyard. Flying When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Huskburster Swarm (7)(B) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Huskburster Swarm (7)(B) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Overwhelming Remorse (4)(B) Instant This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overwhelming Remorse (4)(B) Instant This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Souls of the Lost (1)(B) Creature -- Spirit As an additional cost to cast this spell, discard a card or sacrifice a permanent. Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Souls of the Lost (1)(B) Creature -- Spirit As an additional cost to cast this spell, discard a card or sacrifice a permanent. Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}. This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge 18 Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge 18 Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge 18 Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cease 18/9 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 46/46/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 18/9 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 46/46/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 18/9 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 46/46/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 18/9 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 46/46/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder 1G Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder 1G Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder 1G Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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