

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecache Overseer Creature -- Squirrel Warlock {T}, Pay 1 life: Draw a card. Activate only if three or more cards left your graveyard this turn or if you've sacrificed a Food this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecache Overseer Creature -- Squirrel Warlock {T}, Pay 1 life: Draw a card. Activate only if three or more cards left your graveyard this turn or if you've sacrificed a Food this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristlebud Farmer Creature -- Plant Druid Trample When this creature enters, create two Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever this creature attacks, you may sacrifice a Food. If you do, mill three cards. You may put a permanent card from among them into your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Camellia, the Seedmiser Legendary Creature -- Squirrel Warlock Menace Other Squirrels you control have menace. Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token. {2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Camellia, the Seedmiser Legendary Creature -- Squirrel Warlock Menace Other Squirrels you control have menace. Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token. {2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consumed by Greed Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent sacrifices a creature with the greatest power among creatures they control. If the gift was promised, return target creature card from your graveyard to your hand. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Confectioner Creature -- Human Peasant When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you sacrifice a Food, create a 1/1 black Rat creature token with "This token can't block." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experimental Confectioner (2)(B) Creature -- Human Peasant When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") Whenever you sacrifice a Food, create a 1/1 black Rat creature token with "This token can't block." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experimental Confectioner (2)(B) Creature -- Human Peasant When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") Whenever you sacrifice a Food, create a 1/1 black Rat creature token with "This token can't block." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mudflat Village

Land

{T}: Add {C}.
{T}: Add {B}. Spend this mana only to cast a creature spell.
{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mudflat Village

Land

{T}: Add {C}.
{T}: Add {B}. Spend this mana only to cast a creature spell.
{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oakhollow Village

Land

{T}: Add {C}.
{T}: Add {G}. Spend this mana only
to cast a creature spell.
{G}, {T}: Put a +1/+1 counter on
each Frog, Rabbit, Raccoon, or
Squirrel you control that entered
the battlefield this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Osteomancer Adept

① ② B

Creature -- Squirrel Warlock

Deathtouch
{T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.)

2/2

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Overprotect

Instant

Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.

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Pawpatch Formation

Instant

```
Choose one --
* Destroy target creature with
  flying.
* Destroy target enchantment.
* Draw a card. Create a Food token.
  (It's an artifact with "{2}, {T},
  Sacrifice this token: You gain 3
  life.")
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Pawpatch Formation

Instant

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Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
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Pawpatch Formation 1 G Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Rottenmouth Viper 5 B Creature -- Elemental Snake As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rottenmouth Viper 5 B Creature -- Elemental Snake As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of Gathering (4)(G)(G) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Loss (3)(B)(B) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Each player sacrifices a creature of their choice. {P}{P} -- Draw a card for each creature that died under your control this turn. {P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAY botbox.dev

Creature -- Squirrel Warlock

Menace
Whenever this creature attacks, each opponent loses X life and you gain X life, where X is the number of other Squirrels, Bats, Lizards, and Rats you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Squirrel Druid

When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")

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Legendary Creature -- Elemental Cat

Ward--Sacrifice a Food.
Other creatures are Food artifacts
in addition to their other types and
have "{2}, {T}, Sacrifice this
permanent: You gain 3 life."
Whenever a Food is put into a
graveyard from the battlefield, put
two +1/+1 counters on Ygra.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ygra, Eater of All ③②⑥

Legendary Creature -- Elemental Cat

Ward--Sacrifice a Food.

Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life."

Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra.

6/6

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