

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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hard-Hitting Question ⑥ Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hard-Hitting Question ⑥ Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hard-Hitting Question ⑥ Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. 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	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	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
Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patient Naturalist ②⑥ Creature -- Human Scout When this creature enters, mill three cards. Put a land card from among the milled cards into your hand. If you can't, create a Treasure token. (To mill three cards, put the top three cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 2/3

Slime Against Humanity ②⑥

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.

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Stocking the Pantry (G)

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.

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The Skullspore Nexus 666 Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. Whenever one or more nontoken creatures you control die, create a green Fungus Dinosaur creature token with base power and toughness each equal to the total power of those creatures. {2}, {T}: Double target creature's power until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Skullspore Nexus 666 Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. Whenever one or more nontoken creatures you control die, create a green Fungus Dinosaur creature token with base power and toughness each equal to the total power of those creatures. {2}, {T}: Double target creature's power until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wear Down 16 Sorcery 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.) Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wear Down 16 Sorcery 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.) Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Betrayal at the Vault 466 Instant Target creature you control deals damage equal to its power to each of two other target creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Betrayal at the Vault 466 Instant Target creature you control deals damage equal to its power to each of two other target creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Desist 46/6/6 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Desist 46/6/6 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Polliwallop 36 Instant Affinity for Frogs (This spell costs {1} less to cast for each Frog you control.) Target creature you control deals damage equal to twice its power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polliwallop 36 Instant Affinity for Frogs (This spell costs {1} less to cast for each Frog you control.) Target creature you control deals damage equal to twice its power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trash the Town 6 Instant Spree (Choose one or more additional costs.) + {2} -- Put two +1/+1 counters on target creature. + {1} -- Target creature gains trample until end of turn. + {1} -- Until end of turn, target creature gains "Whenever this creature deals combat damage to a player, draw two cards." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trash the Town 6 Instant Spree (Choose one or more additional costs.) + {2} -- Put two +1/+1 counters on target creature. + {1} -- Target creature gains trample until end of turn. + {1} -- Until end of turn, target creature gains "Whenever this creature deals combat damage to a player, draw two cards." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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