

Abundant Growth (6) Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color."	Abundant Growth (6) Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color."	Abundant Growth (6) Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color."	Ancestral Mask (2)(6) Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancestral Mask (2)(6) Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield.	Ancestral Mask (2)(6) Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield.	Aura Gnarlid (2)(6) Creature -- Beast Creatures with power less than this creature's power can't block it. This creature gets +1/+1 for each Aura on the battlefield.	Aura Gnarlid (2)(6) Creature -- Beast Creatures with power less than this creature's power can't block it. This creature gets +1/+1 for each Aura on the battlefield.
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Aura Gnarlid 26 Creature -- Beast Creatures with power less than this creature's power can't block it. This creature gets +1/+1 for each Aura on the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aura Gnarlid 26 Creature -- Beast Creatures with power less than this creature's power can't block it. This creature gets +1/+1 for each Aura on the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contaminated Ground 1B Enchantment -- Aura Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contaminated Ground 1B Enchantment -- Aura Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Haunted Mire Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Mire Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mire Boa16 Creature -- Snake Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) {G}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mire Boa16 Creature -- Snake Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) {G}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tainted Well 2B Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Well 2B Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Well 2B Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Well 2B Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Troll of Khazad-dûm 5B Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll of Khazad-dûm 5B Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll of Khazad-dûm 5B Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll of Khazad-dûm 5B Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arms of Hadar Sorcery Creatures target player controls get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cuombajj Witches Creature -- Human Wizard {T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cuombajj Witches Creature -- Human Wizard {T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cuombajj Witches Creature -- Human Wizard {T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drown in Sorrow 1 B B Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping 6 Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping 6 Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampiric Link B Enchantment -- Aura Enchant creature Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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