

Arid Archway Land -- Desert This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}{C}.	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.
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Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Colossal Rattlewurm ②⑥⑥ Creature -- Wurm Colossal Rattlewurm has flash as long as you control a Desert. Trample {1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle. 6/5	Colossal Rattlewurm ②⑥⑥ Creature -- Wurm Colossal Rattlewurm has flash as long as you control a Desert. Trample {1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle. 6/5	Conduit Pylons Land -- Desert 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.
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

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Basic Land -- Forest

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

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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.

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Icetill Explorer (2)(G)(G)

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icetill Explorer (2)(G)(G)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icetill Explorer (2GG)

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

IceTill Explorer (2)(G)(G)

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Fungus Ⓞ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus Ⓞ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus Ⓞ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus Ⓞ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves Ⓞ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Ⓞ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Ⓞ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Ⓞ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molt Tender 6 Creature -- Insect Druid {T}: Mill a card. (Put the top card of your library into your graveyard.) {T}, Exile a card from your graveyard: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molt Tender 6 Creature -- Insect Druid {T}: Mill a card. (Put the top card of your library into your graveyard.) {T}, Exile a card from your graveyard: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molt Tender 6 Creature -- Insect Druid {T}: Mill a card. (Put the top card of your library into your graveyard.) {T}, Exile a card from your graveyard: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molt Tender 6 Creature -- Insect Druid {T}: Mill a card. (Put the top card of your library into your graveyard.) {T}, Exile a card from your graveyard: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overlord of the Balemurk 3 B B Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk 3 B B Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk 3 B B Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

3 B B

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 PLAY botbox.dev

3 B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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{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 PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Create two tapped 2/2 black Horror creature tokens. If this spell was cast from a graveyard, instead create X of those tokens, where X is the number of creature cards in your graveyard.

Flashback {4}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

```
{T}: Add {G}.
{T}: Add {B}. Activate only if you
control a Swamp or a Forest.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

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2 B B

Creature -- Beast Horror Spirit

Fathomless descent -- When this creature enters, target creature an opponent controls gets -X/-X until end of turn, where X is the number of permanent cards in your graveyard.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G G G

Creature -- Beast

Haste
When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑥

Creature - - Dragon

Flying
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

3/3

- - - ADVENTURE - - -

1 B

Sorcery - - Omen

Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Menace
When this creature enters, other creatures get -2/-2 until end of turn.
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

[sidebar]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 B

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.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 B

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.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters, you may destroy target artifact or enchantment.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

When this creature enters, you may destroy target artifact or enchantment.

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[sidebar]
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Destroy target non-outlaw creature.
(Assassins, Mercenaries, Pirates,
Rogues, and Warlocks are outlaws.
Everyone else is fair game.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 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.

Shoot the Sheriff 1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urgent Necropsy 2BG Instant As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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